

We told you so!

They said, A.A.



"Wow! Thundercats is brilliant. The graphics can't be faulted: The screen is extremely colourful and the animation topnotch. Great stuff, I bet the T.V. series alnt as good as the game."

Rating: Crash Smash 91% - Crash.



"The game grabs you from the moment you load it up. Brilliant graphics and superb action make
Thundercats a real winner."

C. & V. G.

SYSTEM	FORMAT	PRICE
Spectrum 48k	Cospette	£7 95
Spectrum 128k	Cossette	£7,95
Spectrum 128k	Disc	£14.95
Commodore 64	Cassette	£9 95
Commodore 64	Disc	£14.95
Amstrad 64k	Cossette	€8,95
Amstrad 64k	Disc	£14 95
American 1991.	Phine	214 BC



"If it's playability ability plus greet was after, then look to Buggy Boy has 1 o more. Everything you possibly want to screen. The grap it and playability, he reckon it almost go old C. & V. G.'s hard.

lear what



SYSTEM	FORMAT	PRICE
Spectrum Spectrum CBM64 CBM64 Amstred Amstrad	Cassette Disc Cassette Di Cassette Disc	£7.95 £14.95 £9.95 £14.95 £8.95 £14.95

have got for Christmas

"If you'll just load it up, we think you'll agree that in Buggy Boy Elite have definitely done the business."

Commodore User.

"It's rare that a computer game

manages to give a real feeling of thrill and exhilaration, but Buggy Boy manages it! The

graphics are absolutely superb - I've never seen such a smooth realistic 3D effect, and the 'feel' of the control

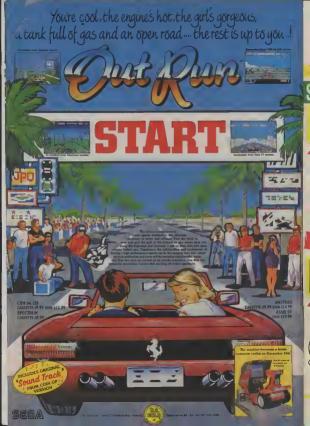
method is tremendous." ZZAP-64. ilitand last

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> SYSTEM FORMAT PRICE Consette £14 95 Disc Coosette modore 64 Disc £19.95 nodore 16 Consette





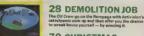
JANUARY

Out sun.

Jinxter

18 OUT RUN

The bloggest coin-op licence of the year is ready, it's a certain number one, but does it deserve to be Gery Penn gives his verdict.



28 DEMOLITION IOR

70 CHRISTMAS **GIVEAWAY** The software houses play Sente in our greet Chrimbo Compo. There are literally hundreds of



96 READERS' POLL Your chance to name the high end tow points of the year. You name the best games in the most respected readers' poll of the lot. The CU Crucial



New coin-op licences, Morpheus updete, budget deats and the games that didn't make it before Christmas - we get there first

14 CHARTS Who's on top for Christmas? Plus definitive

placings for Amige games, adventures and coin-ops Oh, and the top ten worst Christmes presents you might ever receive.

98 ADVENTURES

Quality graphics from Magnetic Scrotts: Jinzter and 'orrible, 'orrible grisly murders with Jack the Ripper Velley Rescue is, as ever, on hend to save reeders from insenity.

108 LETTERS What you thought of the Cool Spool and Skootspeek

112 PLAY TO WIN Archar Meclean gives his own player's gulde to 8K+, plus some pokes to keep you going through the Quean's

118 ARCADES

Heavyweight Champ makes its bid for the top in the New Year Nick Kelly drops his guard long enough to give you a verdict and there's a surprise return from an old stager — Pacman is back 'Arryl

119 HOTSHOTS TRIVIA

Some light entertainment to while eway the hours after you've stuffed your tace full of turkey A game for all the family!

Right, that's it, I'm off, I just can't take any mora of Nick Kelly's odd socks. Ferdy Hamilton's poor taste in football clubs. Mike Pattenden's stranga addiction to Branston Pickle, and Elaine Bishop's scalpal throwing. I'm off to be the mean Ed on CU's sister magazina Computer and Vidao Games, Mike Pattenden takes over as Ed of CU - so you can all feel safe that your favourite mag is in safe hands. Ex Zzap Editor - Gary Penniolos the full time staff of CU to fill Mike's vacent seat. All that it ramains for ma to any is good luck to Gaz and Mike and thank you all for all your support over the last three years. (Right that's enough Lacey gat yourself upstairs I'm in charge now. MPI

SCREEN SCENE

18 Out Run

20 Street Sports Baaketball

24 Trantor 34 720

37 Bonecrusher

39 Vengeence 40 Jinka

42 Stealth Fighter



64 Basil The Great Mouse Detectiva 76 Starforce Fighter

76 Ninia Hamater 77 Inapector Gadget 80 Out of this World

82 Crazy Cars 86 Hunt for Red October 89 Insanity Fight

90 Test drive

94 Grid Start



Stealth Figher.





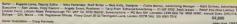
47 Matchday II 49 Octapolla 53 Trapdoor II

55 Ramparts 58 Driller













Off, we serve all year to present communities of three occupies of Spran Marie Archive Serve. Inst. And hack in the Secreties Do by the West Serve. Inst. And hack in the Secreties Do by the West Serve. Inst. And hack in the Secreties Do by the West Control of Court of Cour



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TOUR DE FORCE

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The sons of level. Seen e. sparter against proper sandler paser. You'll be revenoued in a reasonal of a pina needles, but value bottle carrier countries of a pina needles, had value bottle carrier with the seen of the seen





Net-ex-avaisation: Egypty Light! Yap, it's below an about Ywly, Cascador's have license Season a Bout! Why, Cascador's have license Season as a season



When Ocean took on the job of converting Gryzon from the cein-op, they certainly took an a chal-lengs. The original, far those who haven't seen it in the arcades, puts you in the boots at an athletic space commando who logs through a horizontal machina-pun posts, electric force flields and famalical allen generilas. Actually, "rigon" deservit really de our here justicer he careers along at about three trillion miles per second, spraying destruction high and fow as he goes on his way to the vertical shoot! eru up phase in the alien reber's Mc. Can Ocean possibly get this kind of speed onto a 647 Well, Rey've destinitely put a lot of maxmory into it— the database is so massive that three separate losseling sequences are retained.



AAAA COCOOODO to your fast ready to the common to the comm

ego, and an irresetable urgs fecree you to wander through the capital biting large chunks out of all you meet. Through tubes and sewers, on streets and rooftops yau are condemned to roam and chongs, avoiding or hiting police officers and staying well clear of silver bullets. This hairy program, designed by VLD Design for Airolatoft, will be out looking far your monay any day unew.





SOMETHING HORRIFYING AND INEX

SCHWIRZENEERER TO TO THE STATE OF THE STATE

Nothing like it has ever been on Earth before. It came for the thrill of the hunt.
It picked the wrong person to hunt. YOU!

ACTIVISION

6/100/Tww/riteth Carthy/FoxFilm/Coap Alleginfressoned.

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American Express,

Acces

EXPLICABLE IS GOING TO HAPPEN.....



Ocean sign Robocop

Ocean Software have just signed up Orion Pictures' Robocon - some two months belove the film's UK release date of February 5th | Still Ocean can't be accused of actino too rashly: this gripping sci-fi-ish story has been taking in the dollars expected to be a major hit hera too.

Robocop is set in Detroit of the

not-too-distant future, a time when South Africa has the bomb, rebal forces have taken over Acanulco. errport and - no doubt as a result of the worldwide trend towards privilisation begun in the letter helf of the Eighties - the policing of this troubled Arnaulean city is now. handed by the wonderfully-named Security Concepts Inc., a subsidiary

Unfortunately, there have been a few initial hitches - in fact, thirtyone of the hows m blue have been took over. So sust how are they to regain control of the Motortown and preeumably, keeping costs down? The enswer is, of course, to take one loamed v bollant but now rather dead cop named Musphy (pleyed by Peter Weller), recondition what's left of him with state-of-the-art

technology and let him loose on the While they've certainly moved

quickly in signing up the rights to this Paul Verhoeven movie, Opean for the company elthough work hee the PCW Show in Sentember "It would be easy to convert Robocco by just having a few robots running eround shooting". Ocean told us. special with this, which means

Budget labels break out era teaming up with those smert

interesting time for the world of budget softwere, with different companies vying with one another as never befrore to bring you MORE, CHEAPER, BIGGER and BETTER.

Toking a tip from the even wackies world of pop music, where re-mixes dubs and twelve-inch versions are all the reon. Code Masters have come up with the Code Masters Plus range, which will feature doublesided games: the A-side will be the stenderd game, with a much tougher "expert" version on the other eide of the cassette. The list two releases in this formet is Super BMX Simulator with a price tag of Talegomsoft, not to be outdone.

the banner of Sensible Silver retailing at just E2 99 a shot. First off graphics tank game called Oh No. And there's also talk of Telecomsoft producing some budget coin-op conversions - we can hardly wart Meanwhile, budget grants Mastertronic remain tight-lipped in response to suggetions that they too game pay cassatte, but they did confirm that they have big plans in their pipeline, and that this space

lads at Sensible Softwere to bring

sell Pl With the impending release of their

lone-awaited conversion of critically-acclaimed 'Nam film Platoon Ocean have just succeeded in tying up a major promotional deal

with Video giants RCA/Columbia whereby every copy of the Platoon video will include, after the trailers and immediately before the film itself, a "commercial" for Ocean's

With the video leunch a major one, involving a helf a million pound promotional campaign, Ocean calculate that the plug for Piatoor - the Computer Game will be seen by a staggaring five million people in the UK slone within the first twenty-eight days of the video's release on January 29th, And with tha game scheduled to be in the shops just a week earlier than that it seems that Ocean are well-

positioned to clean up with the

game that they themselves described as "the best thing we've ever

Telecomsoft win Morpheus Rights

There were plenty of smilling faces round of the headquarters of Talecomsoft on the evening of Foday, December 4th, the news came through the a High Court judge had just presented them with an early Christmas gift, in the form of a railing that they, had the right to publish the two titles developed by Graftools Morabuses and

The decision is the cultimitation of a disputs which began when Graftgold, whose programming triam includes Andrew Braybrook, signed a long term exclusive programming agreement with Telecomsoft, and also separate agreements allowing Telecomsoft to publish Marghess and Separtron. two programs which were already under development.

Us until the time, Grethopal had always designed and antervier for Hawson, although it obsequently transported that there was no wetness appearant between Hewson and Cathipolic Hewson seems to have assumed that Morpheur and Maypartner woods be coming out on their label Other years went to she at the seems of the see

settlement offer was made by them to Hewson, but this was raincted.

Telecomodifs seation to the court of design in their through wis predictably globant. An embined up his feelings about the pulgement of the properties of the pulgement of the pulgement of the pulgement of the case of the pulgement of the case of the pulgement o

up the whole market."

To the victors, of course, go the spoils. Telecomsoft are planning to release Morphous on their Reinburd labels towards the end of Jenuery, with Maganetron likely to follow.

1311727

Cert Cert Of Barr. That manter of the way thought hubble Garrieri has joud made his debut appearance on the 64, counts of the Edge. Big Fet Mary Dan Finds the follow evided greatest—and lariest—consolium strengting to release his belowed Ariane From the city pound, besting Oct., evenifies the Gillent rest and of course starting off starvathen with frequent tanking off starvathen with frequent starting and property and the course of the frequent starting of starvathen with frequent starting and property and the course property and the frequent starting of the course of the course of the course property and the course property and the course property and the course the property and the course the property and the property property

Revicative Name method or Rentine Theorem Search and Se

Yahha-dabhe-dea: Felievring a taknower, Argue Preus Software are going to be changing their name to Grand Stam Entertainments, finel, if that wears' amongt excelement for you, one of their first releases sine on ander the new hardle will be a new Flintsteen game, feethering the artiscs of the steep me Hearts Rarios.

genius on Ariero Sel products.

Hig Scuther 'Bytes: Ariolason't' a new Magicinytes labol are kicking off their JSES releases with the a pity-samed Paranele is which you'l finely yourself bright to occupe from on Orwellian world dominated by the watchful interface nodes of a lange majoroleut conquiter. If it out to get you — but you'll be able to get it first is February, as buth 64 and Amira.

Sprackel Amigo offer: Sprackeleers Evenham Micros have

announced that they will be giving a ways a FEE ANIGK at anyhole are find a place of easimercially available 64 software competitive with the 1541C date the net will the fit need with drivin, the Evenian Excelerator, Just write the same of the pregram on a penticard and epol if the Evenian Micros, civ. Selection P.R., Carther Micros, 13-12. Hardinarugh Pinco, Brighton, before March Las 1564.

BUZZ

Coin-ops up for grabs

As we wave goodbye is 1887, there's a flares struggle in progress among the big software houses for licences for the cream of the year's coin-op hits. Segl's Affarburner, les m Corporation's R-Type and two from Teito, Operation Wolf and Double Dragon.

So who's in the running to conyect what Well, interestingly enough, the guant US Gold operation have confirmed that they will definedly not be signing up any of the four garres in any cases, they have signed Readblasters. Railing Trunder and Data Earl's Shuckled Gold having just concluded a long term such size with the size of the confirmed which will met all year the sections of the confirmed which will met ally see the selection of the confirmed which will met ally see the selection of the confirmed which will met ally see the selection of the confirmed which will met ally see the selection of the confirmed which will met ally see the selection of the confirmed which will be seen that the confirmed which will be seen that the confirmed which will be seen that the confirmed will be seen to be seen to be seen to be seen that the confirmed will be seen to be

Fighter, Black Tigar, 1943 and Tigar Road on the labelli, US Gold no doubt feel that they'll be well to presented in the 1938 market as it is. Ocean, major convertes of Tarto games, would appear to be putting a strong bid for Operation Worl

Telecomsoft's Debbie Siliton, a

"very substantial" out-of-court

strong bid to Operation Wolf
Telecomsoft, Frebrid's controlling
company, are, according to a
spokesperson are definitely chasing

one big licence
Activision weren't so day they've confirmed that they'll definitely be the ones to convert liern'e classic honzontally-scrolling shoot 'em un.

R-Type.
So who'll end up with that? Well here are out tips.
R-Type possibly the most convertible of the four, Activesion have picked up this desirable license, though we'd imagine if cost them a few amount.

Deable Dragon though competition for this tramendous beat "in was face, the shock news is that! Masterironic have stolen this from under everyone's nesses. This product will appeal late next year on both 8 bit and 16 bit formats though not st blockert orice.

not st budget price.

Operanon Wolf we can't for the life of us see guite how this shooting game, can be striously reproduced on the Amiga, let alone the 64, but our money's on Firebuild to be the one to the.

Afterburner roughest of the lot to guess, this one, and no doubt both the encompuse speed of the arcade version, and the Sega's pool 2250,000 asking price will have seased many off-but sometow, we have a feeling but a fatehorow, we

Platoon



Whreeeeeppp! Go Mastertronic

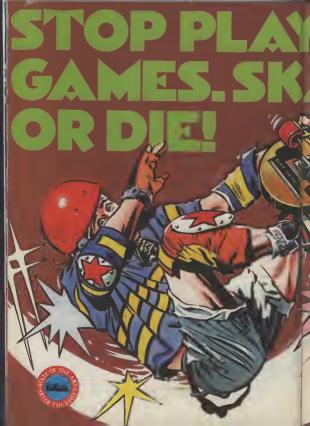
While some other software houses have been leshing out huge wads of dosh for the sights to use the main characters from vertous megabout movels in this games, carely budget houses Mester transic have considered the some more minor — but engage by the more interesting the some more minor — but engage by the more interesting— attent of the silver screen.

Timed to concide with the issuech.

early in the New year of the BBC TV series "Droide", Mastertronic will be bringing up those lovable lumps of metal from the "Star Wars" movies,



R202 AND C3PO, now starring in their very own game, Droids M.A.D. And at a priling £2 99, you can hardly go wrong.





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The truth of it is that these charts we collated before Out Run was released of the end of November. That's why there's missing of it. You could have had it the other way urse like Smiths who made the game a In this chart before it was even dell at leaves California Games up there w e reminder of warmer climes it not

That leaves California Gaines up there which is a line of life filter in the color of the color

Readers Coin-op Chart

1 NE AFTER BURNER

21 OUT RUN

3 2 DOUBLE DRAGON

4 NE 720 5 NE COMBAT SCHOOL





AMICA CHART

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ŦĦ	LH		
1	8	BARBARIAR	PSYENOSIS
2	NE	FENO	MASTERTHONIC
а	3	DEFENDEN OF THE CHOWR	MIRRORSOFT
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5	9	TEST DRIVE	ELECTRONIC ARTS
5	9	GRIO STARE	ANCC
7	2	TENAOPOOS	PSYGNOSIS
ŧ	RΕ	INSANITY FLIGHT	MICRODEAL
1	ĦΕ	KINGS QUEST 3	SIERRA ORLINE
19	ΝE	CHESSMASTER	ELECTRONIC ARTS

OUT OHMILI			
TIM	LM		
1	NE	CALIFORNIA BAHES	EPYX
2	HE	GAUNE SET MATCH	DOEAN
3	ΝE	GRAND PRIX SIMULATION	CODE MASTERS
4	1	ARCADE CLASSICS	FIREMAD
s	ME	INTERNATIONAL KARATE	ACTIVISION
ŧ	ME	COMBAT SCHOOL	OCEAN
7	ME	SHOOT EN UP CONST KIT	OUTLAW
8	ME	KIK START 2	MASTERTRANIC
9	ME	STAR WARS	OUTMARK
1D	ME	REVIERADE	MACINE
11	NE	SOLID GOLD	US GOLD
12	4	JOE BLADE	PLAYERS
13		SOCCER BOSS	ALTERNATIVE
14		BUGGY BOY	ELITTE
15		BACK TO THE FUTURE	FREERIND
16		BURBLE BORBLE	PHEBRID
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planes results in a bonus of 1,000 points, while wiping out a red squadron allows you to improve your firepower by collecting the

floating credit which appears
But Flying Shark isn't just planes,
planes and mose planes tanks,
patrol bouts and heavily dafended
battleships are also out for you
blood. Should the going prove a

lettle too tough, you can always unleash one of your three smart bombs to take care of any enemy craft and buildes in that immediate vicinity. Extra bombs can be acquired along the way by collecting the raspective tobans—and you certainly need them. You see, the smart bombs are activated for smart bombs are activated for

Screen Scene

of the fire button and at all too easy to unintentionally

The coun-op version is one of the more playable games of its type, but sadly this conversion is unnecessanly frustrating — almost

to the point of being unplayabla. What makes it so annoyingly tough are the enemy buillets — there are a lot of them, and while the scenery is attractive, the colour scheme used makes it difficult to spot the buffets.

To make malters worse, the collision deficient is more often than not too generous, and every builters don't seem to need to actually hit the plan to destroy it. This crock me up this wall after only and completed the first level — only to limit that Filmen The first level — only to limit that Filmen The first level — only to limit that Filmen — if a not as a fir fig packed with venery Fortunately. Catalyst the team

option
I was also disappointed to find that you can't destroy some of the larger installations, and that the larger installations, and that the layout of the levels differs from the original —so much los an accurate conversion. That said, Flying Shark on the 64 is one of the better coin-op conversions available —though optimally not the same league as

Gary Penn



cass £12.95/ disk

With a brilliant convention of Tarto's Bubble Bobble under their proverbal belt, Firebird have now released that second coin-op convertion—the five-level, vertically scrolling shoot 'em up

If a very much in the 1942 mould, with formations of enemy planes attacking from the top, side and occasionally the bottom of the screen — it's up to you to blow them out of the sky before they get you. Erradication a sould ground valley.









Sound Toughnes Endurance Value 1 2 2 4 5 5

T to Over





64/128 US Gold

Price: £9.99/cass £11.99/disk

In case you were unaware. Out



ega's Out Run was



Hurtling post the crowds . . .

sides of the road) is bland and blocky and tends to float past - like

aniovable to play - thing elements



STREE 1

and the multi-coloured



Into stage two and the pillars.

THE SI COM PURE HE S' 25" ...

Screen Scene

THE 21 SCORE HEERING (ERP)

Drive more carefully!

Besides that, the car crashes

Select some cruisin' music.

little compensation Most of the

the night places, but it simply exhilerating graphics and other

Gary Penn

US STILL (LEE) S

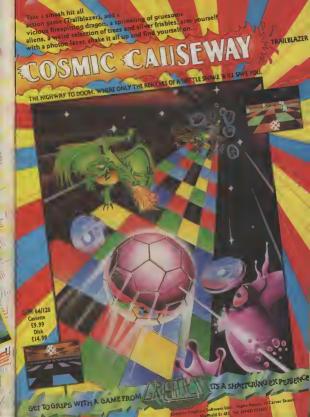
bother? The prospect of a sure-fire

programmers had all least shown delail that abounds in the Sega

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field St 4FS

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Possible Constitution of the USA . Dark Coastle will have you on measure growing the USA . Dark Coastle will have you sonch for the Black Kelgalt . Computer Conning World wrete "ferfugation of the best strated game on any computer ever". I. P.C. Angal, ST now 8 bit soon



action for one or two players and meet the perils of the Bettletreck headon and unleash your Mean Streahill.

C64, Spectrum.



31



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game to chellenge

envising on the market of the moment" Personal Computer World, Amico now. PC ST C64 soon



KING OF CHICAGO

legandary Capena meb .in o deadly buttle , for the control of the Windy City .. Amiga now, PC, ST C64 spon ...







GO!/U.S. Gold 64/128 Price: £9.95 cass

hare's nothing I kiss butter than clisting my critical eve over an offering from a new) label, especially one backed by such financial giants as U.S. Gold, Trantor is one of their opening batch of offernos from their much hyped new label GO!

In order to save his planet Zybor.



Screen Scene

seriously aid you on your quest. Such as a shield, which what activated will surround Trentor in a haze of energy particles. One touch smmediate disintegration Unfortunately this little out here

unou chort lile Refills of fuel, energy, and time

resetters, ere emono other useful comboard. But not everything in These things will make life easier You may activate a time bomb. when you do you will be given a mere twenty five seconds to de-

Transprints been ordered in the defeat the evil of Nebulthons, a new world with some embilious Iboughts on dominating the universe, Frentor - The last stormfrooper - lethe only man who

can hope to stop them Jet into the enemy's H.Q. and do your worst, it's up to you from here!
The way in which to complete this

mission auccessfully is to search the complex for computer terminals. In. ment of these you will find letters for the crucial password, needed to hack goto the anegry's computer §

The complex is made up of many different levels, each level changes graphically but consists of the same name elements. Fach level has aliens whizzing about, some larger and more speciabules then others. but each can be digen away with one short, sharp blast of Tracior's fire-breathing lethal weapon Don't be too Ingger-happy though bacquise Trantor doesn't pack

enough ainmo to lest the whole mission. Also everd log much G B H. from the eliens as this willmayltin Trantor no longer being the

last stormtrooper. He will become the last dead stormtrooper Each level will also have a terminal where you will find the necessary letters, emone other goodies. Hacking into the terminals should not be something taken at a

lefsurely pace, You must log-on to a new one of least every ninety seconds, or twe bye Trentor! A supply cuplioned is another little treat that you should make a point to looking for. There is one to be freed

on each of the levels Inside these ere to be found stems that will

activate with the now!-Ed Jos KABOOMI Also on each level there are two ifts. One lakes you further on your

current level, and the other descends to lake you on to further your edventures Your lob rate lind the one which will take you further down, but muickly Finding the password is obviously

the main part of this quest, bull don't expect to see stars when you do. No. than you must find the porrect Computer territorial in which you can enter the password



Trantor ship drops him off

your final objective) in other terminale are assorted objects, from scrawdrivers to computer posses, some of these may seem trivial, but bewere - of of these objects are used in one way or another if you we le complete vous mission uczesshilly

Graphics Sound Toughnesi Endurance Value



Large well-enimated sprites, and

colourful detailed backdrop, not to mention outs a funky little syntho number, show that Gol have promise as a naw label. But the actual o lutad gameplay of this lets its creators down.

Ferdy Hamilton





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Maria Caracana Caraca



RAMP



Activision 64/128 Price £9.99/ cass £14.99/disk

If you ever felt like ealing a skyscraper but were afraid if might disagree with you then flampage is the game for you

You can literally destroy grant buildings by smasteng your fists. Ihrough their walls and watching them lumble to the ground with that characteristic puff of dust at ground level as the building collapses into a head of jubble.

Activision is definitely in the "cult" league. It's not one of your state of the art's Seglopob but—like Bubble. Bobble and Bomb Jack for example —it has a loyal and devoted band of supporters. It is one of those games that is going to last. They'll'still be playing it on a wet Sunday afternoon at your local sessind pre-

The graphics were not spectacula on the original coin-op and the Commodoro rendition of them won't have you standing back and

gasping in amazement either. But never mind about that. There is more to a good game than pretty pictures it's the playability that makes Rampage so appealing—and this is the reason for the geme!

The plot is fillatious in the best tradition of over-line-top American and Japanese B-movies. Three orthogy American lids elide into

with their own demolition enjoyment

rouss sie earnes to in the building destroyed — each time yeb bash ou a section of the wall points air monitored in yelu stole bot all he log of the screen. You have to be quick though — if you don't smash tham youncell you mutated friends will. Only when all of the buildings have been destroyed can you prograss to the next only and, as there are fifty ords in the game, it

similaneously—two on the joystick and one on the keyboards have to say though that it is a considerable disadvantage playing

on the keyboard. The control of the monsters is a part of the game that could have

Control Control

walk oghl and left, jump from brilding to building or along the ground and swing their fists up, down, left, jugh or beckwards. It is good fun but it would have been much better if the Implementation or these moves was set that lidtle but

As you enjoy you day of sestruction you monstal will need ear more or less constantly to see his anergy baromiset a toped so Yanous moisets including uman beings appear at the indivision of the best rule of thomb, if if moves eat if. You should weeke go easy on the toastors and "X as those say you energy points."

lanks and guns
There are some funnies packed
into the graphics— like when a
mondier runs ont of energy he
shrinks down in size to human
dimensions again and limps off
soreen nakedly full that Basidon
Bond away Memis and Dads — you
can't see anything offensive — Edi,
liky personal la yourier is watchin.



then local burger joint to pig out on "Big Mucks completely untaware that the Research Laboratory had sloped some experimental flood advises into the grub. The resnit — Lozie, George, and Ralph are furned, forced ble Hulic liter, into monsters bent on smashing the cry to small hences.

Level one

Wholesale

lestruction time

Of course life authorities are not going to stand by and watch their finest buildings be demolished so they sand in the army with tanks blasting you, ampers taking potshots all you from the windows the buildings, and helicopter

But it takes a ginal deal of lead to sink a Rampage Burger Monster so the main thing you have to worry about a reyou mutated friends who lend to swing their mighty fists at you if they feel you are interlening.



rephics 12113 7

Velue

8 Overall

0

CE

your monster punches skywards Rampage fans ar an of going to be doappointed with this one. Sure it lacks a bit of graphical poletis but all of the essential game play elements that mode the Belly Midway game the smash that it was in the arcades are here to play on your S4 Good fun and definitally one of the games If the playing on Boxing Day and

Eugene Lacey

long after.

C.U. Screen Star

Choose a cutesome









Rampage: set to wreak havor in your homes.



- 6





RUMBLE. RUMBLE - look out! - its CU's monstrous Rampage compo. What a

RUMBLE, RUMBLE—look out!—Its CUT montrious rumpings compile. What a maga prize. Tools over generous people at Activities and prize to the compile of the com

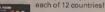
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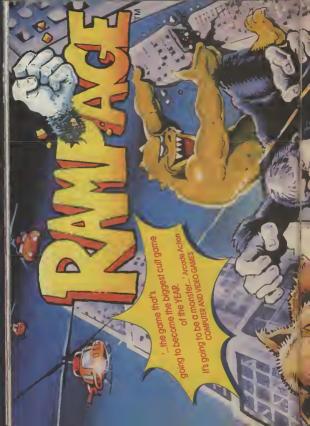
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cone on a skateboard and by the way did Someone on a skateboard and by the way you know the Ed of CU is the same age as linds tuserd. - you don't have enough control helmets shoes, and boards

HOK TIMES MENT TIENET BY

The Ramp event looks familiar can't help thinking it was a mistake

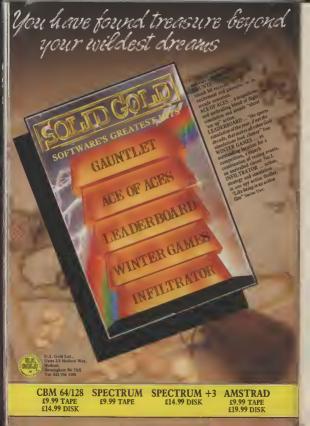
parks is the Jumps. It takes the seme Downhill but adds a series of jumps

Eugene Lacey

An Ed who is exactly the same age as Linda Lusardi wine a silver medal.



Graphics



64/128 Superior Software Price: £11.95 (disk)

ou've had comic heroes in had games based on your favounts T.V. show user've played your favourile arcade games in that

Glooks are probably the most common type of annovance in the harmlass when they are like this cauldron and made some soan. this often than not that direction is round every so often. These are quite innocent creatures who just on



Dirty tyke! Bana picke his nose and wipes it on

ONE comfort of your own home. NOW RUNCHER

play a rock star Yes you loo lu2 gaddit?) can play Bono, but hear him sino

This Bono has a fai less plampipus occupation than his namesake, his job is to sell span to Ihls is that he owns a castle by the business. When he finds the skeleton ha must lake them to the naarest cauldron and boil them! Five skelelons produce just anough soap warm bath

Well, as you may have guessed your job is to control Bono, and make his enfargrising little business

What could be more simple than that? God you lot are gullible, you really believe that this was all there is to x? Not, no, no there are many almost avary arcade adventure is Banecrusher is no different. If you find yourself trapped you are going

been included.

usual) are three types of nastras, each one deadly in its own way. The aren't so innocent, if you should about that own way, walking

release tham thay will chase directly and stroke them, because although them into falling through a treo they mean well. They'll full you if you dogs, or tren them in a hord of

And then wanders why na-one likes him



Graphics Sound Tauahness Endurance

someons who will help you I brough, moose) friend Foozy. Foozy will fall path, but as he is slugid he will often

off somewhata and die

Dangete initial scoffing by one Nick in starting resemblence to a rather famous Celtic rockster, the pame is rether good. The spolar are large and boldly represented, it's about time that a game come out which identify the main character. But the

I have to say that many will find this gama a little diab looking but don't judge a game by its packaging reviewer would have ended this review with a corny reference to U2. but not me, I shall retain my pridal (Grown)-Ed)

Ferdy Hamilton



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CHOICE



At only \$8.95 the leatures on the 125+ere second to r Sesides its unique internal structure, built to withstand systems represent from even the most vidosous dan player the joyshox contains no less than four extremely player the joyatick contains no less than but extremely sensitive fire buttons Two are housed in the hendiging which has been moulded for extre comfort and ease of operation. The target finger fire button provides ease and comfort to your linger and the top fire by-tion is conforted to to your built for sure fire shocked. The base fee bullors are positioned for extre end two hand liking whether you are right or left handed

shooling at the touch of a live buffor Built in Spectrum+2 Selector Connecto The 125 cornes complete with a full 12 months warrant

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righ St Stores and abgood computer sho A Right Royal Joystick

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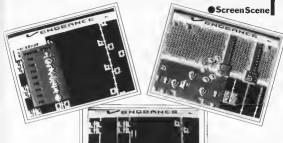
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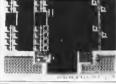
heetah Marketing





CRL 64/128 Price: £9.95

espite ten years at the top of the gomer's popularity, the bog-standard, save the world, blast oil in sight, but don't loss any of your three lives' style



intellectual part of the game is the key to completing Vengence This object is to board all eight of the different types of liein praiss to be loand, and then once you're on them find and distroy their wital circuits. The way to do this is to the action of the space station in the acaditing this builds up you powel until you git about five hundred power points. Power points

VENGEANCE

shoot 'em up, is still a formula re-designed and, occasionally, improved upon by software houses who know from which direction the dosh is llowing.

Fai be it from me to entress this, it seems natural that the average tenniges loves nothing more than to kitch things from other planets. Are you the type to eat a banane.

without pening fit? An you the type to to be an arm of dierranged Brool Rovers fans under the influence of point. West Country Scrumps, wearing you Bristol Chyr scart proudly? 190, that's mer's fit List! Ad Man I Are you the type with the guts to tell your headmaster where he can suck the denation?... If you answered yes, thin you are a fool? Exactly the type needed for the mission presented to you in Mercal State of the Propositions.

Dare you fly single-handedly mito your injoy little space craft, and face the oncoming alien onsisuaght. Sounds familiar, eh? Sall, this tacby walfie has been the soness of many a good shoot feming, so I suppose I'd better not mean until I find out the face.

The game is a verticelly scolling shoot I'm inp, your lighter is placed at the bottom of the series and can be moved in any direction. Its hwingun lasers are hanging engerly off the side of each wing just waring to bleat it hole in some green slimeball's kidney. Blann'l' you get your first chince when a group of

blus suckers came care erimg head on towards you.

I was forced to let three of those mothers live, as they had already gone past my line of fire, oh well just as I was ready to take on another fleet with my boilet proof ego, two metalar rust buckets appeared at either and of one and ournead me

Once I got the feel of the game. I began to discover that there was a little more to it than just blasting everything that moves It's also possible to blist things that don't move, such the little squares on the space statron type backdrop. This next. But when nexter when I do do do word and when you should a certain type of square you are given a sandom bonus. Unlike other games when the bonus is given once the soon is should in the sone you really have to earn. It. You have to earn't the bonus as it floats own any point in this ascendible forcing you to serif in some deemsely impossible spirals in order to provide all when you to serif in some deemsely impossible spirals in order to provide all when the young the series of the some second of the series o

So that's I'l Sounds like a pretty wreage blast eth'' and one hardened, show o'r en addet to another, 'No, that's not at "replied a very handsome, modest and particularly perceptive little games reviewer by the name of klamilitha. "reade the criticy shoot" em costing, as a smooth, velvery, testeful little anude adventure. This more

more powerful laser to be picked un

will use anything from ten to a thousand power noints simply getting to the ship depending on how far away it is Once you have boarded the shirt the rest of your power points are transferred to time ellowed on the ship. You will have to build up enough power to last at least a minute on each ship, allowing you enough time to find these vital grounts. To find these circuits you must use a small man of the three-dimensional ships, which appears in the top right-hand comes. These will show up as little tarnets on the map, and on the main screen you must line up your line and blow

are breeded to hoard the ships. You

As it stands I would bny this, which to me is all that matters. The griphtics are nice but not a maxing the sound is a very boring syntho number, but notifying that e quick best of the volume control doesn't solve. The saving grace is in the heart of the game itself, quice in rainy nowadays, Delintiple worth a shot

these away, but remember, time is

the key!

Ferdy Hamilton.

Sound Toughnes Endurance

full of photon death.

1 2 2 4 5 4 7 5 7 8 11 1 2 3 4 5 4 7 5 7 8

•

Screen Scene moving hasties as you progress

toks was produced by sided ball. Piessing fire flips the bat

Rainbow Arts, a software house I've never heard of before because they're German The Germans are good at building cars and making up words with lots of letters in them. But after playing Just for what seems like throp. centuries. I advise them to give up writing computer games

immediately and take up vodelling Janks is one of the most announg. frustrating and inensity difficult. games I've played since melting down my Vic-20. It's a mediuse of Breskout and one-pone all rolled into one with some graphics added The net effect of all this is a load of mind-numbing bounging combined with mind numbing bouncing

roises - and rolling much else The scenario, which has absolutely nothing to do with the game, goes something like this. On second thoughts, why bother? The aim of the game is simply to oilot a pingpong ball from one end of a level to the other using a three-Pinhall _ like

bumpers in your way.

so that you can house off the housental side or thin two applied

There are lots of bricks and things To hit as you go Some of them will disappear thereby adding to your points fally, whilst others will just gel in the way, making the ball bounce back in the direction you

don't want to go. To make matters worse, both the

and difficult - a bit like stiming a not of porridae You'll bump into various curious

Bussielenen F

but and the ball are subject to a quaystational pull. The hat moves up

and down, and from side to side But if you move it upwards, it will sink down of its own accord. So it's not the easiest of things to control in fact, it's annoyingly cumbersome

These boys and your bat halves in spe Do it an an and the name s over To gain extra lives and your rightful but size, you must bounce The ball onto various flashing physics as you proceed. Since these appear mostly at the top of the screen and the ball doesn't bounce that high very often, you've got noblems Fortunately, you can set the level of ball speed and gravitational pull

from left to right. Say hello to one of

at the beginning of the level. Set them to slow/weak and you can have a nap for a few hours. With both at peak levels, the game approaches the realms of the interesting. Added to the increased speed, you get increased nasties. with some of them actually crawling around at the bottom of the screen Complete the first level and you're

sent bouncing to the interlude screen, and yel more bouncing Here's what the interlude screen looks like. It's blank except for four numbers, I to 4, which appear at the top of the screen. Bounce your ball onto any of these numbers and you go to that level From this you'll gother the game has four levels for bouncing in

Not to be too haish on the came. the levels are graphically reesonable. The nasties aren't badly done either and the scrolling is very amouth There's a little bit of digitised speech at the beginning

and a reasonable tune The only problem, and it's not a minor one, is that playability is

catestrophic. There's no real aim. Level four - It's a

wacky one. Downright obstract this one.



000-000 ------000-000-00 0-0 0-

64/128 Rainbow Arts Price: £9.99/ cass £11.99/disk

there's nothing strategic to do, no real exceed of reaction or skill involved You just bounce mindlessly from one level to the next It wears you out, and it's all for nothing, i think I'll go for a he down

Bohdan Bucisk.



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 In addition to BBC Base V, high level languages on it as 'C' and 'Pascal' run be used for specialist applications fully exploiting the computer's outstanding power, graphics and used

The huge potential of Archimedes doesn't stop there. The SIDA with its built-in PC entitlator run run Lotus 1.2.3° D B ASE HI? MS-WORD? and other popular business programs anathlyle under MS-HMS*

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t is critical for an ill-Archamodos quitoms discougible period I III N° to II [2,87] Maxim are percedual credit L2 ex in the Subject to use

980 regards and after Strain Processing Corporation. 985 DOs and 90-9080 are trade marked Manual Corporation. Manual Collection and and after Communic Corporation.

64/128 Microprose Price: £14.95/cass

£19.95/disk miect Stratth Fighterie ambitions and most raalistic job to data. Coming from a company that prides itself on the simulations that has to be something of a recommendation But one look at the possistions

more than just a gama lits 120 pages

will tell you everything there is to know about flying the F-19 Steelth Fighter and a whole lot more in addition to the manual and the double-sidad program disc you can get a lechnical supplement (an at a lessential considering there are

Jurther indication, were it needed that this is serious simulation.

The first task once the softwara is loaded, is to corractly identify a scraan pic of an aircraft. There are ovar 20 to choose from all of which manual Failure to correctly identify the ancraft will automateutly assign you to trisining which you will have to undertake anyhow if you are to

stand any chance of succeeding at Although Project Stealth Fighter is simulation there are more than difficulty to provide a challenge for

STEALTH FIGHTER

evary lond of pilot from inexess renced rookses to vetaran campaigness A good place to start smulation (within a simulation!) This has the advantage that enemy hits don't damage your aircraft so you can experiment with different Lectics without getting shot down. In 'the real world' you can choose Europe, in pidei of increasing difficulty

There are several other choices to make, all of which will have a of the mission. There are three levels of conflict, cold war, limited was and conventional was As well as the reduced risk the cold war everything in sight is liable to make you less, rather than more popular missions - against land-based targets like oil refinences, musule and radai emplacements - oi air lo air

One factor which has a farne bearing on your chances of success in any mission is the skill and experience of enemy forces, which can elso be predeterminad. You can for the aircraft. No crashes makes you virtually invincible Enemy hits



disgraced pilot

where's that wa



Sneaking up on a carrier

Screen Scene



A Picked up after balling out.

Ten visibility lights an, but an enemy in your sights.





do before take off its its myous amorats. Before you do that it's probably vives you as a fast fook at the mission briefing and make a note of your main objective. You can also check out the metaligence brief which will give you an idea of the kind of enemy resistance you are likely to metal.

You obviously meet do take the right weapons for this job. The F18 has four weapons bays and you have enough space to take something along for those unexpected encounters. There is a weat array of weaponny to choose from and the manual devotes a large section to this subject. In addition, the F15's best in 20mm cannon you can choose from various art to as

cookpit. You can run through the controls and instruments on the ground, buil I find you learn alot more quickly in the arr, when the pressure's on "There's a pause control so you can fity a birthen put things on hald if you need to look something up I thelips to have the technoral sunchment in firm of you

You will take off and tand either from an autral, he former being more autralia. The former being more autralia, the former being more autralia, the former being more autralia, and the series of the former being smally a case of engines on, led flaps, the total eight put and and autralia and the control of the autralia and the control of and the total of the total of

Initially your objective is to reach the tagget which maintening as low a profile as possible. Navigational adds include the INS (initial navigation system which indicates the correct compass haiding to follow). A coloni CRT toggles between strategie and tartical maps which show the whole going about a colonial colonial profile in the strategies of the correct control in a colonial colon

Partying down with the lads.

have little effect as does crashing into the ground — not very realistic. Easy landings gives you just that, but don't be mislead, it's not that easy. Realistic landings are stictly for budding Chuck Yeagers.

for budding Dush' tagers Marting, you are you many manush bed Dysouth and manush bed Dysouth and the property of the property of the for the day and the level of condition common to add was. I make a way common to add was. I make a common tagers lake of jern make. In convent outside was exprised goes control to a supplied of the property of the manush are put destroy SAM manush in themses and the property of a supplied and put makes can see a final form and the property of the day of washing of an earth from AM 72 Court washing of an earth from AM 72 Court making years and the Efficient making years and years making years and years making years

With all your options decided and



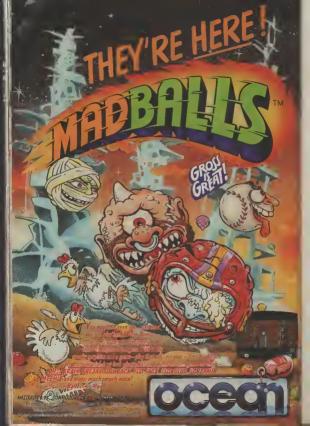
missiles, an to ground missiles, laser gurded bombs, retarded and free fall bombs the recommissand comera and extra fuel. As well as choosing life right weepons you must use them correctly and at the night attitude for full accuracy end effect.

With these few prelimineres out of the way you can now actually get into the air, or all least into the





hat manual ...



STEALTH FIGHTER

C.U. Screen .Star Screen Scene

C.U. Screen .Star



Missed the target again, ch?

when you will see are or land, shy and any wribe landmarks of the concept behindline Fill and any wribe landmarks of the concept behindline Fill and the Fill and

Mill the district and says to compare a coloring of the control of the coloring of the colorin

technology all your disposal to make yourself invisible. Sinctly speaking the only time the enemy should get a good look all you to fire missiles is when you are attacking, in which case your presence would be somewhat difficult to hide

It is when attacking that the FIS's head up display, or HID, really makes diself useful. The HUD provides you with all critical liying and weapone trageting information in graphs formal. The great thing thoull the HUD is that till he unformation is displayed on the control to the second to the control to the second to the

can keep yons eye on what's going

on courses in the same stree. Administrative set those sengths Administrative set those sengths and the Administrative set those sengths sength set the sength seng

As targeting accuracy improves he white rectangle changes to an ovel You can let him have it now, wart until the oval changes colour for even better occurring. Tachos vary for different weapons and largets, but most weapons are of the fire and forget radiis gmided type which meets if a time to make yourself scale by hitting the EMCON button which will close the bay doors and turn off all tracking sedan Now if is time to go home.

setan Nova fail the to go home On the way, a hinge er running little slave la you, you can accelerate them to make them peas more quoidly. Assuming you's not dramged set go as an a secondary competition fall to us stand every mission, in which case you'll be competitively as the competitive of the secondary mission, in which case you'll be competitively only to competitively only to perhaps paronoted a even decorated. These are aversal other possible on tomostic a even decorated. These are aversal other possible on tomostic a even or lailed You may even we whost or lailed You may even we might have to get and the pucked or might have to get and the pucked or might have to get and the pucked or might have to get at de pucked or

Genes sity, as long as you achieve the mission objective you will be looked upon fevourably by you superiors and your buddes in the officer's club, or OC Even if you come back without several million dollare worth of ampliane they don't seem to mind. Successful millsoon on mind. Successful millsoon on mind.

Stealth fighter poised to sneak up the charts. end with a raucous colebration in the OC, but failure is a much lonelier effair — dirty looks in the locker room and a solitary Jeck Deniela in the bair.

Those who thought Microprose that taken as combinst simulation to the simul with Guranhy will be actioned with the digit in and detail of Propert Sheath Righter. The accompanying literalise as always a good indicator of the effort their poper will be proper in a proper and a proper in the second property and the property of the prop

perfunctory operating instructions "vary comp sehinareity leafl with here. There are sections on basic flying, fining weapons, debriefing, equipment and statics (including aerodynamics, manosurves, radia and weapons della), regional buefings (politics, friendly bases, naval forces, le igette and ordinance locating). Exommon military air creft,

diagrams and a glossery in terms of averal's specifications and performance, stention to geographical and political detail, and diversity of mission and givensity of mission assignments to poet of Sealth Flighte far outliesses anything alse in the sur. Once you're is not in enything alse will seem mundane in

Ken 'Top Gun' McMehon



GARY LINEKER

GARY LINEKER'S SUPERSTAR SPORT

rth England qualifying for the European championships and Gary Lineker finally finding his scoring form again, Gremlin could not have picked a better time to be snonsored by England's mest revered striker But Gary Lineker or not, there has net been a really good socces ascade game for the 64 for a long time, is this the one to change that eye it rust another over hyped mediecre offort?

Before you actually get down to the serrous business of playing football, you must go through the compulsory toyialities such as picking your team's colours. selecting how long you wish the malches to be, and whether you wish to play the computer or a straightferward, until you come to selecting the team you wish to be Casting my eye across the names of Dryisien One teams, I noticed something was diastically wrong No Q P.R Can you imagine how ! and millions of others must have felt. I was emotionally devestated. come on Gremlin! Wake up to the world of class football? You also have the option of net

only playing your team's centre

forward, but being the brains behind of skill is confined to your player the football and taking over eather enach. This involves selecting your team's strategy avery time there is a stoppage in play For instance. should you be leading by one goal with two minutes till full-time and the opposing team have a corner, then you will want to nley delensively... noht? You have the cotion of letting the computer or a friend control your goale. It is probably was to let the computer it as it is not an easy job, that is unless your mate'ers a bit of a Shilts

Once you get down to the niftygrifty of the big match itself, you writ notice something rather strange Each player apprents to keep about two tons of solid dynamite in their boote They make Hot Shot Harrish look like Neuman Whiteside, It is not that I'm morning about being whipped, on the contrary after poly one mmute, and two goal attempts on my first go I scored one from what would have been a good ninety yards. Obviously I'm used to doing this in seal life (1) but I'd like to find ongonents that can at least atternot to held me m a computer

The players also have an uncanny knack at the of overhead kick When the ball is in the air, a simple welltimed flick of the fire button will send your player scarmo acrebatrcally into the air and thumping the ball apalwards. A manoruvie Mirandinha would be proud of But don't think this prece

It's there!

the keeper with some work to do. The only problem with these amazing skills is that due to rether fidaety Centrols, you may limd it difficult to pass with certain pysticks, 6s | did It can be most sein nwo tugy in recht philisvanges you get the ball and send a long, hard, pointless boot towards the goal in true Shelf Wed Jashron When what you wanted to play was a neet little ball, favoured by superior teams such as West Ham - M P) (Bristoi City - Ed) IDPR - mel fer Chicago

only. This ability is shared amonast

Another move than your player will

pull off is a header, again timing is

the key, press fire and your player

will, with one grant loap . . NUTTI

and it doesn't matter where he is

either, the header will always leave

all the players, on both teams

Bears?! - N.K.J To be blunt, as I always try to be. Gary Lineker's does not fit the bill, as the first real football game for the 64, our wart continues. It is not totally ewful, and is gurte a jolly game if you don't take your football too surrously which dearly the programmers at Mindscape don This is one of the pittells of giving

Gremlin Graphics 64/128 Price: £9.95 cass

the job to a bunch of Americans The main problem is with the playing of the game itself. The player's ability to shoot like that makes the whole thing a bit elle faice. Also because each team has a different skill level one team is always better than another. This is fine when you have a compute opponent and you wish to have a batter/worse team than it. But when you are playing your mates you want to be dead equal, all square, befere a ball is kicked. If not arguments along the popular line of "5-0. Ha-Ha"" "Not land your team's e htgher skill than mine" "grap! you're simply not an good as me! develop as they do when you're playing with such a juvenile team as the C U. crew

Il you're desperate for a footer game, there are worse about But just don't expect too much Fardy 'Donkey' Hamilton



You thought you'ad scored . . .

MATCH

64/128 you're pleying the computer. Got Ocean Price: £8.95/ cass

MATCH DAY II

missed out on the original March Day (don't worry too much - Ed). Must have come out when I was busy playing Commodorn's Informational Soccer, That ye ne rable oldie stril rates as my favounts footie sim, to be prized elong with my Oldham Athletic (who? Ed) programs. So there's a buzzmo on the terrapes as I load up Marchainy II. supposedly Internetional Soccer with Terry Vanables in channel After first plance, Match Day 8

doesn't look all that special. You get

the usual Match of the Day visw of the prich, complete with side-to-side scrolling end a set of players that look like overweight Mardonnes. As usual, you're offered a large range of pre-match ontions probably to make you think that these really is something to this game Customising options include the team name, the strip, one or two player mode, and a unique twen player mode which gives separate control over two player mode, and a Ultraue two-player mode which

dives separeta pontrol over two

pleyers on the same team when

What a cracker!

knockout cup, also consisting of eight teams. Since such options tend to make the same drag on, the programmers have thoughtfully included a save position option More unusual actrons include the ability to change the colour of the

that? Added to that, there are

octions for playing a league season

consisting of eight teams, and a

pitch end to assign pleyer or computer control to your goalkeeper Choosing the latter Option is tantamount to surende since the computer-controlled goalle is so useless he should not have been allowed inside the stadium never mind letting up. There's also a Tactics Selection option which, although it sounds impressive, to merely a matter of setting each team to play either on ettacking or defensive game.

Two more things need explaining before we get the teams out onto the turf. The programmers have developed something they call DDS attempt to make the gema play more realistically. What DOS does according to mithe blush, is to take into account the direction in which a player is moving when the bell deflects off him DDS should also work when e player heads the ball. thus producing those subtle glancing headers the boy Linacre does so well

Secondly, there's the kickometer Apart from berng displayed at the too of the screen, a smaller version angears above the head to whichever player is currently under iovstick control. The kickometer looks like one of those LED graphic equalises things on your ghettoblaster, with the display going up and down rapidly Press the firebutton with the bar at its brokest to get the most powerful kick. At the

disconcerting at first, but you soon get used to it. And timing your shot to produce the required strength of kick becomes almost like second. nature with a little practise. If you've ever pieved a football sim, you'll have no difficulty postupiling this one. The player nearest the ball name control over it.



It's a draw 5-5

lowest point, you can actuelly produce a backheel. By continuing to hold down the joystick, you can set the kickometer to remain constantly at a partrouler level

The only occasions m which you can't control the power of a kick are duning deadball kicks, corners, throw-insieto. The only element of control have is the direction, the computer controlling the power This, to me, is less than satisfactory since deedball kicks invariably lend way inside your own half. No wonder my defenders are asking for free transfers. This doesn't bother me much since I've detected an unwholesome tendency on their part to face the wrong way when the opposition is attacking

So how do all these things shape up when you're playing? Primanly, seting a constantly flashing display above your player's head is a bit

G s Er and can kick or dubble. The opposition player can try to get the ball off him and can shoulder chases Fouling a not implemented. the programmers heying realised that Nobby Stiles tactos are more

fun than Roy of the Rovers play The major problem with Match Day II, as | see it, isn't the degree of control achievable but the actual speed et which the game is played I've no doubt that the DDS system does enhance play and that subtleties of touch can be achieved that on beyond football some we've shady seen, but the play just ran't fast enough. Dribbling a ball up the field amounts to sheer drudgery What makes Ocean's latest ettempt so disappointing is that it doesn't really mark any advance m

that crucial area. Sorry boys, get

back to the dressing room Bohden Buciek



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CTAPOLIS

64/128 English Software Price: £9.99/cass £12.99/disk

By the year 3887, the Galactic imperium was mighter than everil One by one, it had swellowed up all solar systems and allen races. Except for a smell defined planet. Octapolnif Now, where have you read that before? Yep. On the cassette miley for practically every space shoot-out that you're ever played. What happens on screen in

Composite a every bit is a ringinal as the hardware proposed for the packaging. Them stefens surprises in its fusion of horizontallly-scrolling-space digitally-scrolling-space digitally-with state platform sequences. Yet the whole thing has been so well presented that you're apit to overlook the fact that you're short playing against alke this ever since your fists were big enough to hold a joystick.

Pily begins with split-screen serial combat across the surface of plants (Crapolia. The lower half of the screen display you or rail frying over the by now very familiar birds you were of fauturistics only architecture (pilyes, ducts, conducts, flagging, gids.) While the top half shows the same scene out from sideways on. But hewe screel to the fair of part, depending on the discharge of the screen part of your part of screen or your part of part of your part of your part of screen or your part of your part of screen or your part of screen or your part of your part of screen or your part of your part of your part of your your part of your your part of your you

superstructure to the levels below All very flash mdeed, and very confusing at first, as your eyes try to take in simultaneously the two viewpoints. But you'll probably end upwatching one view only—



usually the top — and only glancing at the other occasionally. It's easier letting the enemy craft line themselves up in your sights, then trying to chase them around the three dimensions.

After several minutes of fever sheapping, your ship will start to fleah accompanied by appropriate sound effects. It's time now to bring the craft down on the lending etrip, and enter the planet's mismor

If on this pour this graphe; procedures are abandoned in spot of what is a politished but inspot of what is a politished but inmentabless on or exoptional platform fish mat. Static screens, full of little ledges accoupted by webbils and waddlings tooky elers. You're now controlling a medges spacespierson, and sheed in five chambers of prancing and leaging until you reach the next city and the next shooted.

You can shoot at the syeballs, but the other lifeforms seem to be invulnerable, so a fair amount of

acrobatics are called for in order to reach the exit sign on the opposite side of each screen. Some people appearancy enjoy this type of thing When you reach the next city, the

when you reach the next city, the whole thing starts over again, and it won't surprise you that each shoot-out, and each senes of platform screens increase in difficulty.

That's the came in a nutshell.

though their are some pleasing refinements so you go elong. If you think the doing it segments are too short, then don't dook immediately you're told to. You can goon fighting for as long as your five lives will allow you.—If foct, it's exercit to moth up a high score in this

chambers.

Most of the game's appeal lest in its presentation, with its ones, colourful graphics, list and flad movement, and neal sounds effects but whether you think that instantrelizer, poystock-bashing space warfare works will with the slower, more precess skills required by the hop, skip and jump sequences will depend on how much you enjoy stifer type of game.

For me there's no contest — I'd rather have a super-smooth shoot 'em up then a poxy platform frolic any day of the week. But I've trud not to let my prejudice influence the ratings below.

THE BEST, THE VERY BEST A





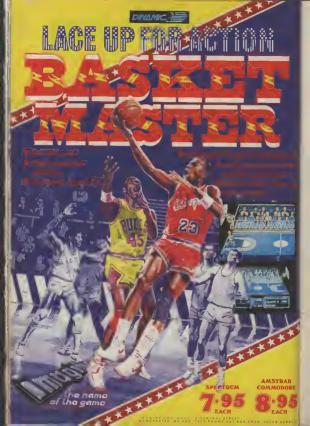
YOU WONDER WHY OTHER C

T, AND NOTHING BUT THE BEST



ER COMPANIES EVEN BOTHER...

Coming early 1988 HALLS OF KYROS (SEGA), ROLLING THUNDER (NAMCO) ROADBLASTERS (ATARI GAMES)



64/128 Price: £8.95/cass £13.95/disk

HENI he organal Trapdoor game came out exactly a year ago, we hought it was so good we gave it a Screen Star. The carroon steel has stated the pace and still appears on Number 17a on Saturday mornings. Frank Substonton rules—EVI) So Piranha have deeded to each monocomments Berkmania by producing another Trapdoor game in must be same mould as its predenations.

Through the Trapdoor retains all those elements and continues with the same main characters. Berk, Drutt and Boni — bull this time they start the game going down through the trapdoor itself its a perty simple and straightforward storyline that's more an adventure than a set of separate tasks.

and use things, like opening a doos with a key

With a Key
Berk is relatively easy to control
and he moves in exactly the same
plooding cumbersome way in both
games, picking things up with that
characteristic sweep of his
enormous hands

Dutt preamts move of a problem in a brism of control it has an imad of his own and will go his own way, usually to est the nearts worm, if you're not schally controlling him when he's under corred—if you know what ime in Since you need to position him you controlley in controlling him when he's under you controlley in accompletal in particular task, to position him you controlley in accompletal in particular task, and in the schall in a particular task. The problem is provided in the schall in the sch

putting our feet up

BONUS 16000 SCORE 808000 EMI-SCORE 808000

Don't just stand there you Berk!

Through the Trapdoor

SCORE BOOK

Watch out for the spider.

First of all, you see Bonr bomg kkin apped by a giant but who snatches him up and deposed is mis somewhere down in the underwords below the trapdoor. That is where you start. You as Berk and Drutt, must receive Bonr. This is done by completing the four sections of the game, each one representing a different region of the underworld.

To progress through the regions, they must find and use a key to open the respective doors. To make things more difficult, both chaselers are hindered by a succession of monsters and nastes. So the emphasis lies very heavily on solving problems or finding ways to accomplish something.

An advance on the original game is that you control both Berk and Drutt, lhough not at the same time You toggle control between the two So this is more a teamwork effort, it becomes obvious as you play that

Drutt gets around much quicker He can bounce up and down. He can't prok things up but he can knock down objects postinoied out of Besk's reach and shove them and show them only Besk. On the other hand, only Besk has the dectedly to pick up.

seem to have much effect.

But Drift is useful because he usuality gees fair, followed by Beck when the coast is clear So at a Drust that gets all the keys, and generally protects Berk from dungers. For example, her thouse up and loned down all the alway socies branging from the roof so that Berk doesn't get speed as he walks beneath Drust also gets through the the mage Sewert and mager mashroom which help Deet solve a problem. When Berks down the pro-

in the first region, eating the magic sweet makes him spout wings that the him to the top I word I tell you any more—solve if for yourselves. Solving these problems is the biggest drawback in Through The Trapidon If you thought the original was tough, this one is well night impossible—and that is.

compounded by Drutt being such a pain. It strikes me that Don Priestly the wrote the original tool has made it so difficult because there's not really much to the game.

Tale the first region, all you have Io do is get the key negotiate the pill not startish between you and the door and then open the door into the next region. Compare this with the heisignishon used in the original and it really is lacklustre stuff Graphically. Through The

Grephicasy, intrough the Trapdoor is not quite as good as its original. I've not seen all this monstars yet, but he ones that have appeared so fai don't look anything like as branne as the first set Smillarly the background somes are loo block and Spinse for my liking. I rection a hitle more effort could have been used here.

Lies the organit, Timough the frapdoor has levels of depth but this is not exploited to the same degree You get only how levels, the foreground and background. This adds to your problems because some lasts. It's proling up lays, can only be eccomplished of Puru, can only be eccomplished of Puru is bouncing up and down in the background are Position him up front and hr III bounce all day warhout accomplishen a mything. But there are preasin which Through the Trapdoor is an improvement, and that's mostly in leims of 'cuteness'. Berk is particularly cute. When he falls

down ahole, he ends up on his face looking puzzled and confused it takes a few floundering movements before his can get up. Berk also seems remarkably concerned about Duitt and will always furn in Drutt's direction with his arms africking out as I hough his were trying to give him a hand.

There are occasions when Berk must pick up Drutt (to got hrough doors etc) and he seems to have as much difficulty controlling him as we do Unlike me, Berk is pretty patient. I'd hoped for big things from the

new Trapotor and finished up being desappointed. There's a odoubt his is still a very clieve and accomplished piece in ordiner brogstamming but the aim of the game is too snight-moded and mach too difficult. You just can't carry on until you solve the problems in the order they arise. Too many people are going to give up on this in despiral. The 'a pity up on this in despiral."

because the game deserves better Bohdun Buchk

Sound 1 2 3 4 5 4 7 1 0
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Endurence 1 2 3 4 5 4 7 1 0

Overall

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Amparisms a curious variation on those medieval kinghts in armoul combet games, linstead of taking a out on each other with axes and spikey shotpotts, our stainless steel heroes let loose on stone walls. That's right, they go about

punching wells with their fists until they fall down—the wells, that is. Were this not like Dark Ages, these blokes would be certified as complete nutters, or given lucrative contracts with McAloines



RAMPARTS



both sideways and upwards, sadeways to take out bricks and upwards to punch the birds. Unfortunately, there's not much you can do about the grounded nastres, simply climb a wall or try to jump over them.

To climb a well, your knight must be positioned at exactly the right spot. Once on the wall, he stocks there like in thy and can be moved up and down with the joystick. He can also walk across the loss of the turrets.

That's it really except to tell you how the two-player optron works. Each knight is controlled by its own One quirk is that if you can destroy a turret whilst your companyon is still on it. It falls down leaving him suspended in mid air — slick programming.

Ramparts might be a re asonably original and enjoyable game if it didn't rely right down to ris logo, on Rampage for its inspiration. At least the characters are legic and the graphics family bold. My biggest criticism is that there's not enough virilly; the called so one and of the levels look pretty much the same, so did his natives.

Bashing bricks and watching

Apparently, the Evil One has turned our how kinghts into feroclous merauding glains and then escapered. The two kinghts most bunth in mown by demokships all the cistless they can until they find the one he's heding in. By the way, you only get how kinghts if you're playing the two-player option. This story sounds pretity crummy.

To my mind there are falls of good points to becoming a feroclous marauding giant, not least of which is getting to the front of the cashpoint queue.

Anyway, you start by demolishing

a castle with five turrets. Each turret must be dealt with individually by knocking out the required number of broks on either side. You simply climb up the walls, punching bricks out as you go. When you've done enough brick punching, the turret falls down with an impressive cumbling sound, and you move to the next one.

Carry on like this unlift all the tunets are down. Then it's on to the next level where there's a surprisingly similar castle with six turrets—and so it goes on. To make things difficult, there are various insides boll in the air and on life ground. The arborne variety look life willurs which drop white specks only out, the kind of white specks you'd see splattered on a cas windscreen. Being attacked by a vulture or in to yot is fallout makes your damingmeter display fut the loop of this scenel go down.

Nashes on the ground also increase your damage. These include fire-breathing monsters that pace up and down, and gnomes that shoot cataputs (that white stuff againt) and fire canons.

To repair damage, you must put, you wan to be you wou should be write of the calle. You'll find them as you what the calle. You'll find them a sy put, these up immediately (finnity enough, by punching them!. If the turet goes down before you've got them, they've loss for good And you'll really need them as these factor increases drematoelly. Here you'll find those while species comma at

you from Jurrel windows
You knight is graphically pretty
big and moves well. He can punch



(bystick, and works independently of the other, climbing and punching bricks in the same way. But it's best to work as a team, since it grits you through the levels quicker. Even if one knight dies, the other can still carry on.

the two-player option. And even then, you can't bash your co-player. Bohdan Buciak

turrets fall down is good fun for a

while, but there's little else to do. I

recken you could get based with this

game pretty quickly if you didn't use

6

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or all of you who might have something to do with the cil Henderson arrived had bee somer tanks; that was hit in the only. to capture and was America's first military capture of the way in the You need a degree in history before you can play this one.

you re forty-five years out. Guadalcanal is in truth one of the small Pacific islands occurred by the Japanese during World War II. The background to Guadal goes back lowerd Japan's first strike at

America at Pearl Herbour where they caused serious damage to the Amencan navy From these they attacked the Philippines. Using the Philippines as a jump off point Jenan then prepeded to capture the Profic islands one by one until they had reached Midway Island, only thirteen bundled miles away from the United States western seahound Meanwhile the Americans had unknown to the Jananese, cracked their enemy's code. Now alert to the Japanese navel plans, the American admirals brought together the aucraft carriers which had been out to innch' duning the attack on Pearl famous battle of Midway America won and I he top brass were then ordered to retake the Pacific Islands starting with Guadalcanal (thanks for the history lesson Mark, it was joury interesting - Ed | Guadalcanal is really nothing more than an unspectacular rock rammed near Midway Island, all it contained was two Jacanese basas and an American surfield named after a STORTE

nactic Now the solitary Manne Corps had to hold the Island against obvious Japanese retaliation

After many months of lighting the Marines began winning major victories on the island itself. The old nots were being replaced with frish ones without aimost any naval ntrusion by Japan. By the middle of January 1943, American scouts had to report that the island was now clear of the Jananese

Guadalcana/is an easy pame to oit into (that's more than can be said for the review - Eth, and a lind for me in actually being an icon driven was game that shows the list inclings of being a war game

The game does not restrict you to one field of battle, instead you have complete control over land, an and saa forces, though most action happens through airforces and havy. You also have a party of scouts to send out at your discretion to try and new the enemy military situation. A seanlane is available for scouting parposes, these I leaded to keep in the gnif between Guadal and her Reighbouring islands so I could get an advance waining of any enemy conveys

You get messages constantly bleeged up at the top of the screen

While informative the noise that makas has the sama effect as I he brain wishing in the lociess File. A continuous clock racks up the time all through the game with one minute of game time being represented by Ien seconds of real lime This cannot be slopped and can only be speeded up, which then leaves with a back log of missages

and bleeping to keep you amused The weather effects the game in several ways too, on bad days recommaissance is hampered, and on really bad days planes cannot be used at all. Control of the ships. planes and aimy units is easy, you select the route you want them to

The naval groups are stronger on Japan's side, but America could compensate by having an initially more powerful Marina unit of Guadal, and the advantage of being able to land planes thera. One problem which I found was when I sent my planes out to interespt enemy convoys By the time

realised they hadn't opt anough fuel left to return home I had to let them

There are only three scenarios in Guadalcana/ altraining spenano, a full campaign with American forces and a campaign with the Japanese The Jananess scenario appealed more to me as I have always had a soft snot for changing the course of history Playing the Japanese the best tactics I found were to blockade Henderson rather than go all out in an attack or play a fairly quiet game supplying my troops until they were at maximum strength. Because once the American transport ships have been totalled there is no way the

Marines can be supplied Guadal is absorbing, fun and playable but a bit too easy with more of an emphasis on strategy rather than the true war game element, ideal for beginners or geople of an intermediate standing on the waigaming podium lands degree in history - Edi

Mark Patterson

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. . I swivel my furret to take a shat.



Tooling Breadway on a Saturday night but a nuclear power station in orbit which has become infested with pasty little buos. Your Job, as cosmic Rentokil man, is to clear up this infestalion, in your Irusty megatank

Yup, this is another one of those overhead view games that scrolls you around a vast scenery of bas-

retref graphics. The object of the came is to track down and destroy a total of embr Flexible Robot Caterpillars which crawl ground the power station at high speed. Apart from the FRCs. There's an assertment of minor nastres which don't matter much except that they get in your way and kill you

You travel around in a tank with a revolving turret, armed with a not very impressive array of weapons. You get a lase; gun with a Immted supply of energy and a forcefield also imited in energy. Trunding through the power station, you'll be able to pick up smart bombs, heatseeking missiles and more laser nower But to start with, you've nothing to bead about

Picking up weaponry as you go. Then, is all-important. If your laser power goes down it will only These to complete the job of lemporanty stun the minor nastres. although it will still shoot bits off the FRC Similarly, your forcefield goes down whenever it's turned on for long parrods. That can also be topped up by picking up force cannisters. The few smart bombs and missiles dotted around will also

come in pretty useful Since weapons are always enclosed by walls, you need to blow up suffroient space for your tank to get in. Simply driving over a weapon

The all-important FRCs don't oppens very often and you'll manage to get a few shots at one before it disappears again No point in

chasing after it, as I said - it's much ducker than your tank You'll know an FRC whim you see one. It's a caterpollar built out of dots, the body berng a string of red dots with a blue one at the head. The idea is to shool away all the red dots untri only the blue one is left. The FRC then stops and you drive over it Apparently the head has a nuclear fuel rod m it, and you need eight of

stabrising the station - that's what it says here anyway The night FRCs are scattered around the three levels of the game which you take in order. And although you have three lanks (lives), the game ends if either the mmor nesties catch you with your

shields down or an the FRC bumps into you head first. You must use your Escape option

fillings start looking bad. Only by pressing Escape do you need from



the tank (which blows up) and pet to use the next one will hout having to

restart the game. This scenario may not sound very inspired but it's currously enjoyable because there's no limit on env of this and no really manic zapping to do You simply bide your lime. knowing that sooner or later an FRC will show itself. If you explore long enough, you'll get to know the place. where the weapon dumps are, where the FRCs usually hang out.

Graphically, Lifeforcers no great shakes, we've seen this type of scenery too often before But the pipgiammer does heve a good time with minor nasties and explosion effects. Apart from those, both the

tank and the FRCs were cretty disappointing creations Lifeforce is a good and competent game that becomes pretty absorbing once you've got into it. The play area in large enough to give a feeling of space but, to my mind, There's not quite enough to do



kup

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ER

64/18 Gremlin Price: £9.95/ cass

and dacks of London, the sewers and Ratigan's den. To proceed from one level to the next, you must have collected the most number of correct clues. Like most platform games There are nastres to be avoided, in the shape of Ratigan's henchmen, ex

Ħ

Detective is yet another in a succession of 'cute' Walt

Distress cartoon andents. Grambio must have paid big bucks to get him And then what do they do? They tuin him into a ve olde platforme

I was expecting Basil to be like on of those inlogrames thrillers where you use staggering deductive

down should you bump into them. only to be replenished by Innding and eation a piece of chaese

Throughout the game, you see things from a mouse-ever point of view. So in the first level, only the bottom third of shop doors can be seen as you removed along the street Boxes, harrels and sacks on The waterfant become huge

GREAT MOUSE TECTIVE

correct, but not which ones they are. Colymbia progress out all Invacorrect clues in your pocket will a mission appeal, telling where to go

to find the exc to the next scenario. So how do you find clues and pick them up? The blusb to its you that you'll find them when you examine objects like jam jars, tin cans, small sacks, cavout bacs, chests etc. All you need do is position Besil in Brent of one of these and press the scacebail fan object is there, its picture will appear in the magnifying glass on the bottom right of the

screen. You then have an potion to pickil up or leave it. Il you pickit up. it will appear in one of the live. squares representing your packets Deciding which clues are real or laise involves little thought. It's just a matter of putting the hours in It works like this if you collect five

clues, press the ?" and find none of them sie light lit happend to me you now know which five of the 13 me false. So that cuts your range down to eight And so it goes on until you get the I we control ones - not much lo d

really. The only problem is collecting five balors your energy runs out By the way, clues are never in the same place when you start a new name

There are mousetraps dotted around which can be picked up and then dropped in the path of Ratigan's nasties to stop them following you around The nasties will only follow you along a particular level and never from

up space in your pockets so you'll have to drop them in order to get lisce chies Graphically the name is

competent but not special, the scenes being about as adventurous as any platform game you've ever seen Başıl himsell is adequate in size but compared with Yogi Bear or Besk in the Trapdoor, he's just not in the same league. The haddles are disappointing top, they look just like Basil One nice touch is that Basil can scramble through the letterbox of various shop doors in the first level. This puts him inside the shop The same happens when he clambers out of the back door Another thing Hound

disappointing about this game was the number of bugs in it. The game supposedly ends when Basil runs out of energy Well, it linished on me twice below the meter was even half depleted. There are also lots of instances in which Basil snorns to manage in walk on thin air. And if he gels stuck, say between a barrel and a henchmouse he's caught in a trap. These seems to be no way of getting

him oul except to turn off the computer and reload With Iou good clues already in your pocket. this can be pretty ennoying I can't say I mnoved this name very much Basil could have and should have been much better. It's a reasonable idea which, to my mind, has been wasted by presenting it in

game

the form of just another platform Bohdan Buciak



Basil, a barrel and a bunch of doirty rats.

powers to nab the villain. Well, it's nothing like that. There's no real sleuthing to be done Imagine yourself in Victorian

London- "cox, real pea super torright, guy 'per". Your dear and chubby lirend Di Dawson has been kidnepped by the dastardly

professor Ratigan Your inbis to make your way through seedy old Landon town, collection

clues in order to rescue The game has

them are real clues The most have been planted by Retigan to put Basil off the speni. Basil has five pockets. (depicted as five empty squares at The bottom of The screen) in which to store them Whenhe's gol five, you

press the '?' key and a number

obstacles that must be hopped onto

Now for the clues. The bluebtells

movements are restricted to linft

onht, rump and climbing sters.

you that there are a total of 13

objects on each level. Only five of

and jumped over Basil's

Graphics Saund Toughness Endurance Value



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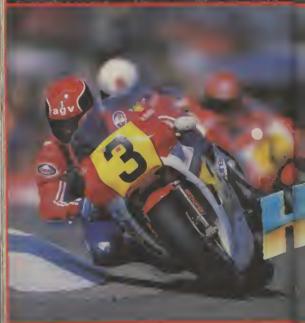
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64/128 Mastertronic Price: £1.99

he one remarkable thing about this new Mastertroine game is that rtrsn't. New that is. From bogmning to end these isn't old ones though In fact Star Force Fighter is the ultimate shoot 'em 'nn cliché, right down to the leading screen which features an almost exact rendition of space myaders at 4X normal speed for you to amuse yourself with while the game is pading

HI SENAE DICTOR

STAR FORCE FIN

suggest that Star Force Fighter Snohl to be on the load streen with Invaders as the main feature. But I think that would be a little unfair to Mastertronic, who else after all. offers you a double bill for less than the nuce of a family son boy of

crundly out comflaires This time its the impenal forces of Deisain who are overrunning the

galaxy. Only you and the sest of the notfully deplated terran star force

Deis sens don't have on these side in the element of surprise. As an experienced star force fighter you expect them to do what thousands of elsens have done before them and approach from the note hand side of the screen in attack formalion. They play right rate your hands and you decimale them with your laser cannon as they beeak formation and

drop their shinks But, even with the blood of four altens on your hands you know it's not all over yet. Another long approach, this time adopting a currengly different formation, tight packed with shields fully extended and cannons blasting. No contest You raise your own shield give the joystick jots of moht, watch them disappear off the left of the screen and wait for something a little

eesser Who said all Earthmen were cowards? Some 20 or 30 allens later there's so much blood on your hands you can't see your fingers to count - and a supply capsule makes a welcome appearance on



Prepare to spill gijen blood the right of your screen. It will contain an extra lile, shields, new, more powerful weapons, possibly even a Klingon cloaking device. Your morale boosted you recom the

battle with a freigh just los alsen

64/128 MELBOURNE HOUSE Price:

£8.95

proudly announced, back in '86. That it had required the rights to the French cartoon TV series, Inspector Gudget, the world warted with less than balled breath. After all, the Aussies' track record

in the field of cartoon computer games was hardly egoch-meking In the nick of time along came the jolly budget giant Mastertronic, who gobbled no little Melbourne House and promptly scrapped Inspector Gadget on the eye of its release According to Mastertsonic the genie was not up to standard.

Now, nine months or so later, the hapless 'tec has turned up again. starring in a game which has undergone some radical changes. Gone are the supersize spines and the comreal animation. Gons are the speech bubbles, gremims and pitfalls. Gone are even some of

INSPECTOR GADO AND THE CIRCUS OF IE

Gadget's gadgets, In lact, onne is inst about everything except the title, Inspector Gadget and the

Cacus of Fear Instead what we've got is a very average hunt in dodge game depicted in unremarkable graphics ocross a liny playing area. H Melbourne's new bosses think I hall this Inspector Gadget is up to scratch, then the earlier veision most have been really awful

In the TV series all this hardware gets him nowhere, and the mysterie's are usnally solved by his sidekick Penny and her doos Brains. while Gadget lerps about tripping over his Gadget elestic-lags. In the game, though, Penny and

Brains are held captive by the evil MAD agents somewhere in the Big. Top, and Gadget has to comb the crous lent to first find his missing gadgets, then unmask the spess



Bumbling character, bumbling game

	_				_				
Graphics	₹	,	,	Ŧ	7				
Sound	-	1	7						E
Toughness	-	1	3	٠	2	٠			
Endurance	-	2	3	-	٠				
Value	_	3	1	4					Overaii

IGHTER



blood and a packet of Kleenex Moments, possibly hours later and it's all over. The last of the Deisarns explodes mon a vanour cloud. Once again your experience tell's you those's more to come and sure enough like meteor storm is upon you in seconds. All you can do is hang on and hope you survive to complete the bonus level. No star force fighter likes to let a few meteors come between him and his bonus points, especially when he simply a case of proking up a few pods here and there

Expensed star odots much have an inkling of what comes next. That's right, it's round two more of the same only twice as difficult. And it's by no means easy, even on the first level. It's just that I'm so brilliant and skillul, not to mention modest

that I make it sound that way Anyone who has more than hall a dozen games must have something vaguely resembling thrs. but I can see it appearing to software hundry Christmas racipients of C64s

Ken McMahon

HLMIN HAMSTER

you know-what out of the whole martial arts thron which, in my comen has gone on guite long enquel: I don't care how many people buy The Last Nega as long as direally is the last itt iso? - Ech The trouble with Nova Hamistoria that the toke is a bit short fived. The

name of the same and the leading Rustration brought a smile to my lips, but the game itself is actually is actually ton limes worse than the worst of the stuff it parodies. The only difference is that instead of grown men in overmas rolling about infront of pagodas you are presented with a succession of small odents and other animals. After

about live seconds the joke begins to we as very I him. Problem number one is that this is a conversion job and the praphits are still very Spectrumesque Como

major failing. The game is actually dead boung. What happens is that you. Nittia hamster on the left of tho screen best the living daylights out of a succession of opponents who enter stage mohi

You hack and chop at the other guy until he lalls over and then ho

loses a bit of his apple - once down

64/128

CRL

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to the core it's opodove. The first

opponent. Sinister Ral looks like

Mickey Mouse gone wrong and,

particularly easy to defeat Lizard of

Death is more of a handful and so it.

""Young Hamster" said old Master

Yong, "an acoin is but a small nut.

Years pass and it becomes tung of The lerest" The hamster sighed "But

master, for how long must I remain a small nut?" The master closed his

eyes, "as the snow falls so the grass

No? I thought it was quite lunny.

Anyway the point is the only thing

worth worth buying the game for is

paragraphs on the back, and I've just

told you the best bit, so there's no

disappears" he muttered

pomt buying it now

ages on through a successron of

The blurb is quite amusmo

perhaps because of this, is

stunid animals

Ken McMahen

Funny joke, tee hee



Overc	Over	a
/	/	
		a





bumping into objects and

balose rescuing his frigings. He's got only 15 minutes to do it. as well that the big Top sin't all that brg, compilising only 12 screens of sawdust and simped canvas, and a high-wire. These screens are attrolled by a small number of circus characters — lions, seals, mrdgets and the like - who

monotonously arowl back and love across each screen III Gadget louches any of these he's returned to the starting screen and 30 seconds are topped off his time Six of the screens have doors leading off thom into what seem to be cottage interiors, with blazing

lijes and stripped-ome floorboards. What these are doing in a circus is anyone's guess, and all but one are. bizarrely, inhabited by bearded larites Gadget collects these items by

examining them, and after picking up a few he can use them, in the correct order, to identify and arrest The Mad agents. I told you how to do this then I would destroy what little through trial and error Gadget will soon discover how best to employ the long arm of the low inspector Gadget isn'l lernble,

morely run-of-the-mill Considering that it's come from a once-great software house, it's particularly tragre. There's no score facfity, and no sound effects to speak of, just some rrksome music that you can't switch off. Notiter is there an abort key, so if Gadgel shoots the midgel on the high wire he's stuck up there for the rest of the game. And worst still is the ropelitive scenery. A sad, sorry show.

Bill Scolding

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Snaperialt which can fix left or unbt fuel it, and when the end oy level of any one of them reaches maximum. humble Quark cannon can be replaced by the awesemp seven way shotoun, which scatters bullets all over the screen, for as long as its anexty lasts or until you replace it with another wescom.

at of this World has just about everything you could possibly want from a horizontally-scrolling sheet em up - weird alien landscapes, a bewildering array of weaponry. level upon level of nen-step. bobbing, weaving and firmg, and

you from all directions. Aimed with a Quark cannon and infinite ammo. you zip back and forth, firing constantly with one eye on the target and the other watching out for

the next wave of nasties The scenery is a vivid landscape of gretesque technicolour toadstools. and the aliens a surreal assertment

Yet desoite all the trimmings, Our

of this World owes a let to Fantasiv

Zone, a classic shoot-'em-up on the

Sega Master System You prot a

course, frustratingly brief. Your puny cannon and meagre srx lives are scarcely sufficient, and all you can do is try to find a frelativally safe area of the screen where you can award most of the aliens and prokeff he stragglers.

Once you start collecting pode. and gaining access to the mere pewerful guns, things get easier much at all. Finishing the first level - The Forest - is a matter of submission, and believe me, this takes a hell of a lot of sheoting.

Life in this Other World is of

When the beggas have finally had Pick up the coins. IFUEL 1 FOREST

enqueb. a large E for Exit agnesis on the screen, and if you give this a quick blast with whatever's te hand. you're warpad into the next level Except that believe yeu reach it

you've got to battle through thousands of swarmmo vellew pods in what is dishenestly called a Bonus Level If you die in the middle of this you're zapoed noht back to the start. Level Two, should you reach it, is more of the same. The scenery has

for icicles and snewmen, the abens are faster and there are more of them Level Three, the bubble world. hes bewond a Benus Level even more herrible than the last one and there are still another five worlds and five bonus levels after that

Obviously I didn't get where I em today without using a cheat mode. en vaneus keys and some other partiel year anatemy te hold you a few, er a lot, el lives. depending on how often you press it. initially, but mere impertant, if boosts the energy levels et all the

icons, se that they only need a pod Would is slick and well-oiled, and there's enough variety in the landscapes and aliens to prevent it. very, very difficult, which might put off less lunatic zappers, and it would have been a better game without

those bonus levels. Still if your idea of fun is a blistered trigger-finger, then look ne further. Bill Scolding



Step into the fantasy zone.

of animated rocks, organs, winged things and much meje besides They come at you in groups, sometimes flying in vertical waves, sometimes honzontal, sometimes they approach in large formations, sometimes they curve around

> port, and if you sweep down and collect these fremember picking up the humanoids in Defender? you boost the energy eserves el the various comment yours at the fact of

Graphics 2 2 4 5 4 Sound Toughness Endurance Value

you in double beloves Each alien you destrey diegs a bouncing coloured

Garfield

"BIG, FAT, HAIRY DEAL"



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smoother. The care themselves are The Merclooks mean.

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hoot 'em ups are coming thick end fest lot the Arrige bul not the racing gernes hopefully not the last) game of its kind on the Amics. You don't actually race, material the aim is to go through six American tourist attractions which ere Challe non Florida, Challenge New York Chellenge Space Shuttle, Challenge Mountain, Challenge Anzona and fmelly Challenge Malibu

As soon as you load Crazy Cays you are confronted with a simple bul effective title screen which is accompanied by some digitised rock. on Amiga games nowedays. Then there comes the information on your

HIGH

car. This sequence reminds me of Test Drive except that Test Drive is a heck of a lot more detailed. Now you're ready to run! ignite that engine, release the break and his the and down ramps and bumps at 200 mgh As if that wasn't exciting enough your car gets upgraded gvery now and then, what will they

Think of next?

Now we come to the graphics, on the whole they are extremely detailed with subtle touches such as Disney World and the Status Of Liberty but they remain firmly on the honzon. The scrolling here is acceptable but could have been a lot

> Prepare for the challenge course.

nicely detailed and immediately Ferrans, but the one slightly disappointing feature is, that the game is very fast the approach of the cars looks extremely lerky. flickering on anything in the game

However, there is also a lack of bees trying to get into a single hive to see on the side is the occasional sign post, which is terrible and way we now demend Sound is also rhyslexic, otherwise the only other





as I mentioned earlier is digitised.
There should have been music all the way through the game, that could have compensated for the bad enable arounds.

engin Bauchat. Segata iba bid sound and piny graphic the garan kapt ma up all regist, something and pinyable, maybe it's because the garan kapt ma up all regist, something about it maker a tway addictive and pinyable, maybe it's because the game has a hard of Our Rain an in the control care of the garant and the game has a fact of Our Rain and the control care of the game has a fact of the game has been a fact of the game has been a fact of the game has the safe bad fact of the safe bad fact of the game has th



the game seems quite easy, it gives you a generous time limit.

Even though it's far from the Amiga's best, somehow it will still keep you playing for hours.

Vipuf Kapadia

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novel conversion the one Transitized from the iterary master price and best selling your Clency, it's based on the late of a Soviet commander's attempt to defect with a top nuclear submerine Submarines pley an important part in the world defence network in cese you didn't know, end are often described as "Capital Shipa" of tedity Witheress a plene or a misside on easily be tracked and observed.

it is difficult to tell if there is an enemy submarine in your coastal waters. There is one way though a tracking network can be set up, and if your craft is discovered it is e say to place a one ship soner 'fail' on it.

You play the captein of Bussairs most top sector uncleas submassine its aske the Sower's most powerful? You objective is not to wage the now familias computer gerning single hended guestille was befund enemy lines, but to diffect to the West. The Amenoash desperately want to get their guidely not work to the control of the production of the production

The submanne's main enemy is soons, such diverse as neichbor, soons, such diverse as neichbor, to the soon the hull still offer notly a dim protection from the ill-selling sound pulse. If the submanne is located the neily stacks a surface vested can offer not the standard of the submanne makes the submanne so located the neily stack as surface vested can offer it in the traditional depth change or the ultimagnitude of the submanne massiles. But the begget threat by fac comes from underwater minas. You can try and trigget those off with an ecoustic topodo, cut your speed and perform a one-eighty degree turn.

Combat with a submarine is rather reminiscent of the World War Gne aenal dog fights. With both vessels weaving and accelerating out of the peth of the enemy's topped. Only encourse the text which have their course to take which have their course to take which have their end tested on lethel enemy follows. They don't follow, they only petitod they'n hamiless. Anywey, you sneek up not he day at a discreed disance of on matucal miles, a presingee depth. Loot the craft on versal, then link in part in a full saving of the craft on versal, then link in part in a full saving of the craft on versal, then link in parties on a connects, the enemy vessel is left pouring makes from a gipping wound. This or my fave effect in the came, because all should the sale for each because all should the sale come. because all should the sale came, because all should the sale came, because all should the sale.

The Red sub draws a bead an the treacherous trawler.



THE HUNT FOR



So just where are we now, sir?

hasn't taken enough damage to sink, it still looks splendfully trashed as it true to limp every from the immunent threat of you finishing it off. You can select elevation angles of launch for the missiles, very difficult this as you also have the postilar though heading as well.

the more susceptible to discovery you are as the noise your torpedoes make at the time of faunching gives a senial reading somewhere between an Iron Maiden concert and the eruption of Mount St Helians.

the eruption of Mount St Helens
The submerine meorporales one
of the latest developments in antinoise propulsion motors. Called



OCTORFR

caterpillar drive it works by sucking ship showing again the death in water at the front of the craft then blewing it out the other end, causing a slow maximum speed of twelve knots. The nesse given off by the motors is almost undetectable by

spnar A variety of different maps are at your disposal, plus sonar blips of ships, mines, and other submarines. Terrain maps show the depth between your hull and the see bed. Cross sectrons and side views of the between you and a suptured hull. Red October is a stunning game Highly accurate and absorbing. The graphics are stunning, net in their complexity but in the effectiveness to which they me used: for mistance, If you surface or go to per iscope

depth in the centre of a pack of Russian ships, the visual display and representation is so realistic that it leaves you with a real feeling of Oh jobbie, what have I done? Another



good grapher representation is the infra-red leature on the periscope wirch portrays the surrounding ocean and ships in ploupus sharing efred and pink. The sound is adequate with the almost to be expected big nesse of the sons of VOU activate it

I reelly liked Red Octoberand to my mind it is the best submarine samulator en the Amiga. (Net that there's much choice!) The only problem I incurred was that everything happened in the same coder in each and every game, so I often found myself almost

subconsciously dealing with situations liknew would ause at that point in the game. My other stumbling bleck came when I found that although I had just checked my

maps | pet blown out of the water of the most unlikely moments And I didn't find this out until the game ever message came up, which incidentally is the front page of the

A good came with a lot to do in it and it should last - it look me half an hour to get to the North Sea frem Scandinavia, let alone, Americal As my alter-ego might say. "Wow, 'sa

Mark Patterson



Ah, there we are - but there's an enemy ship close



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The most immediately attractive strategy attractive strategy strategy in the same to one passion. These is no novellar accounting the sepaint of some boring startightar, and even the packaging is remittedly fee of "bruck," Simply than as a sense of accounting the symptomic some or some passion of some even of some e

allar

Which use e 3" x 2" window for all afternation.

As you fly along, there are vanous obstacles which you must either blest end/or avoid. Although these are pretty dangerous, death is

60mm tire, or unintentional turbos.
The menual recommends that you map the game, but I found that it was much more ample just to learn the basis for a route, and then very it depending on the severity of the

estuation you are in at the lame.
To add to the excellent graphics, insurely Fight has some of the best specified and effects yet on the Arrage. Thunder our creates, mage explosions and venous other dinners.

4MIGA

The mother

anne of he phuse, a shoot fem up he object the game also five your apaceship up a vertically scrolling bear-old findacope, blasting everything that moves—and a guest deal that doesn't. Anyone who hes played the original mage blast, Andrew Besylvionia fundamentally find and the surface that great deal that the surface that great deal though under the surface the game has a great deal more to offer.

What Insenty Fight does is take the best elements of Unidium—the graphics, speed and general blastability—and improve them.





well as gard knows how many levels the garme uses Salvanunder with a garme uses Salvanunder garme becommend to stop the garme becommend to stop the garme becomes used to be garme becomes the garme becomes and so segment of the garden from managers of 80 years the appropriate sizes, indicated by a stroking a smoken, of the screen. The graphics on insense, Fight see searchly what you would appeal from searchly what you would appeal size.

a machine with the potential of the Amige Even the loading screen, with its excellent left-right scrolling startle lds, less collent, and selfor the still pictures, and scrolling backdoos

To capitalise on these graphics the Sweep programming team, (Line) have used the whole screen, with only the bottom is reserved for the display penel, the sest being deducted to the game. This is a retreating chance from comes! Rip that screen

well and truly alive. The same cannot be seed for the thems tune, which sounds like a sound sempled version of Daf Lappai d in a dishweeks:

What makes finestory Fight such a pool best as both the quality of the graphics and around, and the graphics and around, and the samplicity of the gram. No others, best price and service of the grame diverse lines graphics, no quies all otherse lines graphics, no quies all otherse lines graphics, no quies all oppositional productions and produced to the first time the mother allow around and produced to the first time the mother allows around an around the produced to the first time the mother allows around a companied at 24 del 50, bit is the view of the companied at 24 del 50, bit is the view of the companied at 24 del 50. bit is the view of the companied at 24 del 50. bit is the view of the companied at 24 del 50. bit is the view of the companied at 24 del 50. bit is the view of the companied at 24 del 50. bit is the view of the companied at 24 del 50. bit is the view of the companied at 24 del 50. bit is the view of the companied at 24 del 50. bit is the view of the companied at 24 del 50. bit is the view of the view o



Sound Taughness Endurance Value 1 2 2 4 3 4 7 2 V

Overall





Don't you hate flosh blokes like him?

Porsche acceleration in first.

Amiga Accolade/ Electronic Arts Price: £24.95

I you usually go off to make a cup of coffee while waiting for games to load, get the kettle on welt

graphicativ deligited as to make you

OH THE G



Puli Into the gas



droot, with digitized speech, some great music, and appealing touchas dreplay being wound down, and a gleam of teeth and flash of shadas

screen. (Flash b'sterd! Ed) The object of the game is to select one of the five cars, and test dove it up a winding mountainous road to the top, evoiding ancoming cars, potholes. The faster you do it, the more pomits you score.







Driveno is controlled by keyboard or joystick: left and right for steening, directional movem (with the fire button pressed) related to the geer box layout for changing geer. Run over oil slicks, and vou'il get mucky marks on the

windscreen; potholes affect the Graphics Sound

steel inc slightly. With the highway patiple, you can either slow down to potion, you can break slow you road eignposts as well which well loss you points, or appeal up to try to shake them off.

Assuming you don't on ab into anything, or go over the edge of the road, you will automatically not linter e gas station for statue reports at venous stages. Here, you'll generally gel a sarky comment such

es, "Whet's the matter - couldn't find second?", your average speed and time, and a points score. If you most disappointing moment the screen e-moly crecks unrealistically Even if you drive over the edge. No. sound effects other Very disappointing. Given the beautiful prephics of the care' exteriors and deahboard. The road is drawn slightly less impressively.

Toughness

Endurance

Value



Each carriedly does handle

Christina Erskine Geoff Brown's ex-Testarouso?

Performance statistics

on the Porsche. The program falls into two distinct parts, car selection and the driving. Ripping Through the selection screens, you get a picture of each lechnical specification of its performance: acceleration apeads. tyre types, dimensiona, braking

distance, etc. This is the dipoling bit. Hawing chosen your car, you take to the road, with a driver's seat fieft hand drive, aince it's on American one breedness at to way (emeg the road sheed. You elso have your real yiew mirror, a radar display to warn you of approaching speed tops, and your geer box. Would that erough to be able to tell you how accurate the deshboard levous for each car is - from the attention to detail in the selection screens. I would imagine they are fairly





Amiga Mastertronic Price: £14.95

Then I saw Ninia Mission on the Alau ST 1 thought to myself it's a nice little game, a bit held, but nice" Unfortunately, on the Amaga it's a case of "Nirce graphics, but where's the game?"

Yeg, Ninia Mission is one of those stronge Amiga games with pleasing backdrops, soooth spriles, vivid colour and no gameplay. Well it has



And dan't argue with me again!

high kicks to low punches. There are also a few moves which are unique to NM. tike death slar throwing and a sword thrust.

When you beat an opponent who is guarding an idol, collecting ill gives your score a bonet and

restores any energy lost during the battle. Once you have completed the first five screens of the game, you must go to the screen called 'Ship Enliance"

Here you will see a small hole in the roof which is the entrance to Akuma's temple Seems like a silly Each screen inside the temple has a strange name. These range from

"Green Door" through to things like NINJA MISSION

gol gameplay, but it's so easy that you could clock it twice without

The idea of the game is very simple. A hasty, evil, son of a prawn cracker named Akuma has invaded the liny village of Tambo Machi and stolen seven magical idols in desperation, the villagers have asked you, a mighty Ninja warrior,

And so the game begins with you strolling up to the front entrance ready to tackle anybody who tries it

As the first screen is empty, you Must move to the left or noblinorder to find someone to talk to. It is at this point you will notice that Mastertranic haven't really got to gnps with the Amiga's graphics

The speed at which the locations are displayed is so amaziannly slow that you could have your dinner. telephone a friend, take the dog for a walk and feed the budgle before it eventually shows itself Using the roystick you can

Fancy a spot of ballet?

Granbles Sound Toughness Endurance Value 7 4 2 30

Takırakı", "mikeycooni" and various other film stars

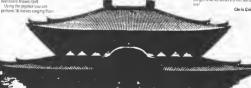
While you lackle Akuma's hordes. you get to listen to a piece of music which, although catchy, has to be amonost the shortest tunes ever heard on a micro. When will we get full blown Rob Hubbard classics on the Amiga?

After a few more battles you should have collected six idols and are now ready to collect the seventh from Akuma's chamber If you don't have all six when you reach this pomt, go back and find the ones you

Once in the chamber, you must destroy five assorted guards before capturing the final rdo! When this has been achieved make your way. back through the screens to 'Ton And this it, end of game

I can't for the life of me figure out. why Mastertronic made the game so easy This is in fact the only part of the game which beats the hell out of

Chris Cain



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MY TOPTEN by GAVIN GREENHALGH & CJ HUGHES



The ceremonial spraying of the bubbly.

any of Anco's entry releases for the Armige were frankly disappointing, with little, it entything to distinguish the telles from 8-bit renderings. Now, however, fisteninge appears to be settling down, and et a set price of ES.55, the bitles représent better veluir for money than many

to brake, left and right, press the fire button to change up or down a guar depending on the current joystrok position. There is also a "boost" leather to give extra acceleration for overtaking other cars. It looks as though it's joystick controlled only, deepost the instruction card stating that joystick or meuse control is. available from the mein menu, this aption is nowhere to be found. Such sampling makes God Start

Sour anipology makes Sirio Sirio viery playable and sasy to get into, if just a questron of getting used to the streights, getting into position and atting you get changes for the bends, and notching up the times it also means that the is viery much a racing 'game' rather than a true.

Screen Scene

amulation. None of this Juli set of Formula 1 controls compares with Revis for example the Shveratone chicane is a lot easier to negotiate chicane is a lot easier to negotiate on Gnd Starthan on Rivis as well). In both piacine and competition their me other cars on the trick to evoid colliding with, this is line when they're in front of you and you're speeding up to overtike

there are other cars on the frack to would colliding with, this is line when they are in front of you and you're speeding up to overtike However, as there's no mirror view, and you own care fed drawn right at the bottom of the screen, it's all too selections of the screen, it's all the bottom of the screen, it's all the bottom of the screen, it's all selections of the screen is selections of the screen is gridlenge before the big pile-up hits you Grid Start is nicely presented, with

clear graphus, attractive background scenary, and graphus background scenary, a polly opening true and loss of growling engine noises. Real Formatol growing engine noises. Real Formatol sus wint to be released, but if you just wint to accommound founds Hatch et al., Grad Start is very playable. And at less then half the proof most Armiga software, it makes for an extremely decent fitting gard.

Christina Erskins

GRID START

Amiga Anco Software Price: £9.95/ cass

compating products

Grid Start, as its name suggests, is a racing game, with you in a six gear Formula 1 car competing against 23 other drivers over aix tracks of the world

The instructions suggest that you practise hard for several laps before attempting to take on a champronship race; also that you begin at Novice, rather than Amateur or Professional level. Wise words.

The presentation of the viniues themselves on-screen is larly abstract, while the bends and straights are reproduced whin re you would specify them to be, the track surrounded is a uniform green, and only the scrothing backdrop gives a flavour of the geographical setting sorule and desair for Mexico, prin forest and anow-capped Alps for Austra, for national

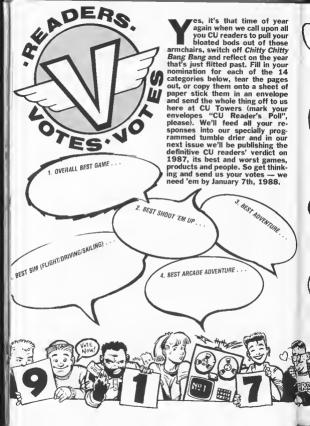
Your car is easy to control, with most of the joystick movements selfevident Torward to accelerate, back

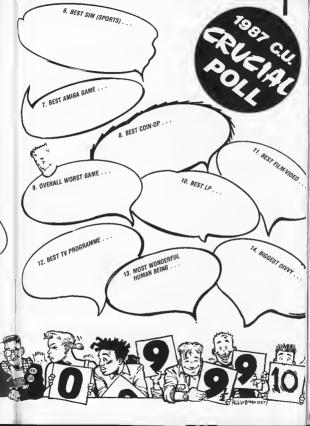


Value	7	2	á	•	,	7	7	7	,	10	Overal
Endurance	. 1	:	1	7			9	a	9	10	
	$\overline{}$										
Sound	7										7
orupines											

You have pole

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INTO VALLEY

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Go dohn the

Told on while I teither me accorn, and II teil yes about why wo sepaceme well been playing ficture. Nauretamene Bught, that Steed the beginning of the brox, and the next, the Orotana felber appears from mobbers, and leifs me fin a geomer My link, i 'goose should merer have bothened to put up me keyring! Me Daid warned me winter was not been winter up and the winter was not been winter was not winter winter was not winter wi un public. Dazgoteus Marwhameau; This Gördasia feliar handis ne a watcherealist. "Bere, read that," in a syr, "60" I can get back to the syr, "60" I can get back to the trouble and strike "Earl bropper me i don't trans cal Been green fre job of collecting all them charms from of the Green Walth's braceller.— sototion is do with breaking their power or as feen Grieby and "is to can get led of a cheese sarrue with a bit a fareout to it.

Eacky I'm an adventure wossa rame, cos in no time list I was through me country contage like a dose of salts flay I massed the old sock, migh laws helped with the sames, nar wha mean? But when I crash out I chack me clothes all one the place. Never can find all of them

Getting over the Xam's place was dead some Bonest - no bull! Now where was ?? Oh yuss, I soon got the boal, but then this cheese-mad carriener runs ort in elicyury. Pound to a pencis of salt there was some dodgy goods in that sack of 'is. Sill, ne mind, other things are hapnentro. To district this nothing Lebling I thinks in name is E was a-puffin' and a pantin' all the way up the drawe Stuffs the wossaname in the bleedm' county, namesan? Then 'e only races and SHITTS is don't le? Sill's bent. Spent hours and hours over that one, didn't IP Hahl Wand, indeed!

Any road up, soon I find myself dropping through the sky like store Fapper Oranuta polic up alongside, munchui a cheese sarme. Hallo, in some sort of trouble then, are we square? he asks, a but zonchalant, narmean? "Sell you a parachisis, cap IP Sarry end!

"Nall of?" I exclaim. Not stupid, am P Got a saved game, am't, only e "Ad a loot of fun at the bakers, I did — not art! Elsew mesself AAD 'is flappin' oven up more than once (felt a but sublocky all the time) until I tred timings a different way. Tell you what though. That village postmatters is a canny old bard, no

postnutress as a canny old bard, no messing Vigilan? I should say so? Ban righ? Cor, sinke a hight. Even if I hid a few chances to lay my hands on her handles, I'd turn'em down, namean? Anyway, it never name but wor it pours, and I soon lost oouth of how

canonies, to tim en cown, automore. Agriway, in rever rums but wor it of posts, and i soce lost cours of hor many times is attituded by the control of the many times is attituded by the control of the for a bir of sociation grance. The further forward I went, the further back I'd at open out amywher. And them I got to the posts where I shought I all as all roped up And quasts wor? I attach bothered to doodals the bleeder watchterulist, and all the womensame had gone Cherti Server.

Car, wouldn' mind kippin' 'ere for a while



game? I might as well start or over again!

Wanta get onto a good doofer, then? Find a mate, and perate this functor woosname. Har har! Hope you read a half decent paper!

We apologue for the review being late and all that but that bleeds Campbell's gone and lost he marbles. Just in case any of the above roview doesn't sound totally known or make



any more sense than yer Dutch aunt here are a few notes so's you an make out what the silly arse is on abart. We hope the makes it all much cleaser 1. Any words containing the letters

DUGNAIRA should read GUARDIAN.

2. For DOCDAR read RAIN.

3. The game comes with a copy of

contains thes to the puzzles
21. The clies to the puzzles in The
independent Guardian are puzzles.
S. When it is not thingy, take care

not to get oopmy.

19 There is no connection between the postman who appears in Jinzier, and any other person, whether laying,

dead, or employed by follocom.

8. Duting solution, some of the puzzles give the appearance of being wooabulary problems — which they are not. They are puzzles, and this confusion leads to the ever so slightly

In for the 'lgh jump, knoworrimean?





inver playability rating than might of the control of the control of the control of your Amaship? (Groved, sturp) I some of the furny text, most of which is so merodolly furny that most people in the office became extremeply doclered, is a bit overdone Shades of Jureaucracy, Narmean, Michael?

NTO VALLEY by Keith Campbell

GRAPHICS
PLAYABILITY:
PUZZLEABILITY:
OVERALL:

▲ Wouldn't 'appen to 'ove the time, guy?





JACK RIPPER



Poor devil can't have used a safety razor.



CRL/St. Brides 64/128

Price: £9.95 cass

Jack The Roppes was the neckmane of the william responsible for a sense of musters which took place in London's East Bell between August and November 1888. They were saver proutizes, and all but one were shared. The Ripper's recurse were proutizes, and all but one were shared within solutions. The method of the murders was to cut the threat, and unaulty to multise the loody in a way that indicated some anatomical knowledge.

Gruesome stuff indeed, and there is loday a pub, not far from the dark twuting lanes where these foul deeds took place, whose name commemorates those graly events.

Not the sort of story on which to base an adventure, you might think. But why



not? The Repper has provided the theme for a number of sovels and plays — so why not a computer game? And so it comes to pass that you find

yourself in the Whitechapel area, wandering down how Jane, when you come upon a shape lying on the ground at the end of a darkened alley Examine it, and examine it you most if you are so proceed through the game, and two screenfuls of detailed text follow, the scribing the pory state in which you find a body - slit from ear to ear, with is stomach ripped open. This text is followed by a digitised and equally crossome motors. But it was the text far more than the graphic, that disturbed me - and that surely proves that text in an adventure stimulates the macrupot more than prophes.

The game was submitted to the Bottoh Board Of Film Censors, and as a tenth, some absentions were made before it was awarded an 18 certificate, and published. Now, of course, this is party commercial gammicay — there is really no obligation for a game to be subjected to sock acruimy. However, it does mean that publishers CEL are covered, should someone try to get at heaned. And it really at a soutible guide — the game is quite definitely not suitable for children or even young not suitable for children or even young

The text, though full of gory detail, is impeccably writen, and conveys a sense of narrains, being writen in the first person. But how does the game persons as an adventure?

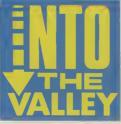
After discovering the loofly you are mistakenly taken for the villam, and from them on it is a race against time to heep alsead of the police, and try to solve the mustice yourself. There are some clever possion, and us the game in played in real born, the STORE option, which save a position to memory, is a very taseful and that allows you to quickly go back and overzone the velocipments that you hadn't present.

The Rupert was written using the PAW, and is the first commercially strallable PAW-ed selevative. Multi-word input is accepted, and in one necessary during the course of the game The parent, in fact, seath of the game The parent of the seath of the game The parent of the game The parent of the game The game

There was obvious companion to be made with End Pike's adventures, also published by O'Cli. The Report seems to be a lattle more volumed, if a borner adventure can be no described. There is less emotoreal build-up, and more implaus on the physical level. Also, a least the advantage of being written on a preparer system to GAG and Quil. ZAW apart, I'd say it was a matter of personal choice as to which you'd personal choice as to which you'd

If you have encoyed Rod's adventures, or fancy a bit of horror, then this game is for you. But do heed the 18 certificate on the package

GRAPHICS: PLAYABILITY: PUZZLEABILITY: OVERALL:



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ESCIIF

Have you ever overheard two adventure players discussing a game? If you didn't know anything about adventure games, you would think they were mad, wouldn't you? Take Michael Walsh, who wrote from Australia. His problem is that he is locked in a bethroom on a BIIS and trying to get out of a basket! Strange fellow, you would think! No doubt be is perfectly same - it could only happen to an adventure player! And the azawer's sumple - check it out under Zzzz, in the class section!

Mr Trusman, like many puzzled adventurers, is in a brown study. He is in the company of Macheth, and noods to know the five letters required to avoid failure.

How can Lee Hanney of Port Talbox open the sliding door in the reception in 21st Street, in The Bur Shape? It was have mastered this, or any of the other problems membored, your help would be appreciated at the address

Remember The Quest' It is a disk adventure from Commodore, at one time bundled free with a 1541 drive Paul Kersch of Ingutestone as a Quest player of three years standing, but despite being rinked as 'expenenced player he still has a major problem - how to kill the serpent Paul sept at some useful hosts, so if you are stuck in Osest look in the clues section.

If YOU are stuck in an adventure. help is at hand! Four out your troubles to me at The Valley, Commodore User, Priory Court, 30-32 Farmedon Lane, London ECIR SAU, Make sure to include your address - for at CU we don't feave readers high and dry. We WILL get back to you, hopefully with an answer to get you going agun, perhaps a Thank you' for a funt or two, and even, occasionally, a groveling applicate when we can't come up with the solution.

CAMPRELL'S

Who takes any nonce of reviews? There we all are no remember obse. ing away over hot computers, bonne ousaives sity before standing off a really grot adventure, and what do we find? A couple of months pass. and if has made it into the Adventure Chart

Of course, it is not made an extende as all that. There's nothing I like better than a really absorbing adventure and its really good ones that are worth shouting about. So usually, these reviews will occupy more space, have more colour, and be featured very prominenedy It is pleasing, then, to see a game

that has received excellent reviews like The Pawn, dong well in the marketolace, and winning awards But that doesn't always happen. Look at Eayleth for example - a game praised by renewers and players alike, but turchased by very few of the latter. A disappointment like this bodes all for farther adventures of similar quality from the same source Conversely, it is untaking to see a really naif adverture doing well. Haven'l the purpers taken notice of

B FRANKENSTEIN

what's been said about it? Naturally any money reflects some degree of personal taste, but so often many reviews conser the same message yet still the chiff came does well

This raises two questions. How are the charts are compiled, and what actually sells an adventure? The answer to the first is confissed since the acuree of charts seems to be lumited to certain distributors and netail outlets

To make things worse, it seems that those who produce the charts do not really understand how to classify a crame as 'adventure'. One only has to look at a typical list, to see that half of them are not what a 'real' adventure player would call an advertise. but what the general mass of computer games players mustakenly think is an adventure

Look at the Adventure Chart in CU for September - among the entries were Defender Of The Crown, Por tai. Killed Until Dead, and Alternative Reality, none of which are true adventure games But what of the others? The list also contains Star Wreck, a travesty of an adventure if ever there

ADVENTURE CHART

MIMT

1	1	OEFENDER OF THE CROWN	MIRRORSOFT
2	NE	KNIGHT ORC	RAINBIRO
3	2	GUILO OF THIEVES	RAINBIRO
4	RE	KOBOYASHI	MASTERTRONIC
5	3	KILLEO UNTIL OEAO	US GOLO
6	10	PAWN	RAINBIRO
7	4	STAR WRECK	ALTERNATIVE
8	7	LEGACY OF THE ANCIENTS	ELECTRONIC ART
9	9	SYONEY AFFAIR	INFOGRAMES

CLR



was one, (although the ehart every in thus case has to be forgreen for the came before the reviews), Shadows Of Mordor, which got reviews rangand from menthusiastic to downcohe dreadful and Koboyastu an unusual dune, but as an adventure - sheer

So one is drawn to the conclusion that it is either the hype of the pince that sells a game, urrespective of quality Lucky indeed in Quite Of Theres, also in the same chart. It had excellent reviews, and it had olerste of advertising But which not it min

the charts? So I'm left scratching my head? How do you dear reader decide which adventures to purchase? On the struct of the moment when you see If it it shop? Because you've seen so many attractive ads? Or do you

actually take note of peviews? Write and let me know - I'm dying to find out, and I'll report back with SPYTREK ADVENTURE. Peel the onion to help the pilot. THE HELM-

To find a needle in a havstack, find a lens to start a fire!

KENTHIA-Store sunlight in crystal for a bit of troll

baching. THE PAWN-

The dragon is VERY short sighted! Illuminate an alternative meal, and then make the point!

Fire the gun at the duck, take the balloon, go west to the exit and open it.

KNIGHT ORC:

Boothe hermit while he is putting something in the cabinet.

GUILD OF THIEVES:

Take the cushion apart for your stake money! BUREAUCRACY.

It is important to note the order in which you collect the mail, to help with the unlabelled cartridge. The outcome requires both lateral thinking and non-lateral thinking.

NEWS Ingrid set to return

Staggishness in getting fully working tales out mio the marketplace is leading Level 9 away from British Telecom software arm, Ramburd, and back to publishing their own adven-

Time and Magait, a tralogy compris ing Lords Of Time, Red Moon, and The Price Of Maguk, ready for some weeks has still not appeared at the time of writing

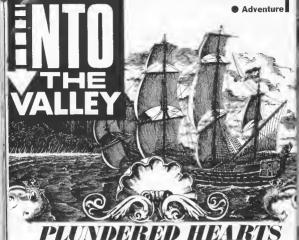
Thus, and their behel that a Rambird launch of Ghome Ranger would have been unlikely to occur this side of Christmas, whereas the Austres warred something new to show at PCW - and got if - seems to be behind Level 9's recent reversion to publishing their own products

Ingrid Bottomley as acheduled to return in a Ghome Ranger social, to be rubbshed by Level 9, around May

With Enchantress and MmcKohte postponed until the New Year, a whole host of titles are being lined up by Fergus McNeil and Anna Popless, for both the Abstract Concepts and Delta 4 labels.

Goodsucht Croel World will be followed by a spoof horror adventure, and its original working tide Nightmare On Oak Street has undergone a change to Mohimare On Seasure Street. "It's pound to be sold in the States, and you know what they're like - they'd never ow it if we stuch to 'oak" explained Arns.

To produce these titles without undue delay, a number of programmers are being taken on. Artwork for the packaging is being done by Mark Wilcoson, who did Menilson, and Arma claims that it looks 'terrific



Infocom/ mer known as the priamous purste. Ill wink nucles nuclee? and ence res. If The Falcon, to intercept your schooner and warn you that it is a tran, and

Activision Amiga 64/128 Disk £24.99 Amiga Disk £29.99

Time stops as you and Nicholas case at one another, adonno and amaged. Slowly he bows and offers you his

'Chestwat hair, tousled by the word, frames the tanned oval of his face. His eyes, twin seas of blue, devour you with a love deep and true-hearted, and you are pulled into his embrace, your mouth on his, bps parted, thursting, arching into his loss

Yuld So ends Plundered Hearts, a tale of adventure and romance on the high seas. You play the heroine, voyaging to meet your lather, who is reported ill on the Isle of Smetra. In reality imprisoned by the tyrint piles Lafond Dadsy has managed to com-mission Captain Nicholas Jamison.

The came starts with a good few ecreenfuls of preliminanes, in which you can do little except watch the game playing melf Soon laminon leaves for the island, little suspecting that Crolley, one of his crew, is following not fur behind, and about to warn lafond of the rescue attempt. But you have troubles of your own -the step is drifting onto the coral, and there's a fire down in the ammunition

All this is left to you to sort out, whilst the remaining crew are obliyous of the danger. Not to worry, it's a doddie, and before long you are vourself on the island, having scored at least half of the 25 available nourts.

Here a ball is in progress, and dressing suitably for the occasion, you soon discover the whereabouts of your father by operating a secret mechanism whose combination can be lift upon by pure lick, without even realising quite what you have done right. Seems Papa has a soft spot for Lucy the latchen maid, (wink, curd, he deserts you to fend for yourself and collect the intrecid lampson, whilst be ones in search of his fancy piece Inextably you end up in the clinch-

es of the dastard hafond (yes, it's becams with a 'd' - this is far too central a cume for stronger words) and, if you're lacking in curning, vogine lakely to suffer a fate worse than death. I tried to be back and erroy at C. . because your wildest fantasies to life . says the blurb on the package") but all I got was a warrang of what my marriey would think. Suffice to say that Plundered

Hearts is the autobesis of Leather

Goridecces

Most of the 35 pourts give themselves up with little offert, but there are a couple of sucking points, where a degree of openness in the plot combines with an inconsistency in the actions, and makes things rather frustrating. For example, at about the time you are likely to start taking an interest in the chandeler, it is on the cards you will get inlied whilst expermenting. However, when the same action presents riself more obviously towards the end of the game, you score a huge success One other feature can cause diffi culties - if you leave the ship without

finding or taking certain essential objects. Although this is down to you. there is no hint in the later puzzles that you are missing something. A saved name here will mye you pleaty ol re-tnes, (with no chance of success, if you only knew it's

Plundered Hearts is now probably Infocom's easiest title There's no harm in that, but it's a pity that some of the more sugary text was not put to making the plot a bit more intricate. and the play more consistent.

If you're an expenenced adventur er, you can reckon on completing it in time to get a post or two in at the Skull and Crossbones before closing time! So sast tell me - is that worth £25?

Granhies: Playability Puzzleability Overall



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However, the castle caverns are traught with danger there are monsters who will kill you, spiders who will eat you allow, and glooks who will block your path. It will pay you dividends to also avoid the

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'Scuse us

I'd like to tell you that your charts in the November-issue (1987 of course) were soco cool But I disagree with the 'Top ten crap excuses for being late . they're marvellous, they're bulliant, splendid excuses indeed, except no 1 maybe. which sounds a bit ridiculous and which I haven't tried. But the other excuses are socooo good that I'll use them a dozen times even though I haven t got a cat (excuse no 6) etc. Anyway, I believe the best excuse is no 4 (1) thought it was Sunday') which I tried out at tirst on you-knowwhat-day-of-the-week, 29/11/87 IIIII I can't describe in words how puzzled my noor friend became when I ve told him this excuse! So here is my version of excuse no 4. It you are late on e g Monday morning, just say 'Oh, I'm sooo sorry, but I thought it was Monday morning!" and have a good laugh! Alexander Schutz Graz, Austria

Er. OK

Anti American feeling

I am an American reader of your magazine and I get sick of the comments made when a U.S. game is bad such as the review of Deceptors. So what it it is bad? There are bad games from every country that makes them. I don't hear you say how the British do things bad when they have a bad game (which is most of them.) The U.S. games are not more expensive seeing how you usually get a full disk or two or three, instead of some single load limited game that comes from England Also tell your reviewer to stay out of politics and stick to

reviewing games as they probably don't know what is happening in the real world. Steve Davis Queensiand. Austraka

Well thanks Steve for the oreat socio-economic and political Insight. If we read between the lines we could almost be us to tell an American about

torgiven for thinking you think Brit games are natt. Far be it for politics. You all know so much Just look at your President

Amina You made this game both look and snund annut it was written "The music and spot effects are also excellent." Well in that case I must have bought a different game to Terrapods because my copy has no music

whatsoever I paid £24 95 for Terragods and to put it bluntly it is crap Please tighten up your reviews as no way did this game deserve an overall score of 8. Thankyou for letting me speak my mind

P.S. All the screen shots

Yes, all the screen shots were from the Amiga version-annu weren't they? As to the music you're right there isn't any. Don't ask . . I

Amiga for conversions

I have read your magazine for about two years now and it is the second time I write to you The last time I wrote to you I curticised you too having too tew Amiga reviews, now I think that you are OK, but you can still be much better Yesterday I saw a nicture from

Out Run on the Armiga It was just one picture so nothing moved. but that nicture was totally amazing It U.S Gold only can put speed into the game it is coing to be the game we Amiga Owners have waited for And hev. what are you other companies doing out there? We wanna see some good arcade conversions an the Amiga. I want games like 720°, Le Mans, R-Type, Road Runner Suner Sprint and Rampage And when someone is

211



converted to the Amina. And as last a little message to Psygnosis It was good that you out in Swedish text in the game Terrapods, but next time can a Swede do it. (The game was excatent) Over and out from me

Christian Erlandsson Gothenburg. Sweden

Spool drool

Well what can I say fantastic, bulliant, mena, wickedt Yes tam referring to the Cool Spootstuck to the front of tast month's ish

I must admit even though it was only one section of each I just had to go back for more, especially 729° Hurry up U.S. Gold we re all waiting for the finished version of it (See reviews. Ed) Anyhow how you Elite. Firebird and U.S. Gold produced that without raising the Paul McClounan

Glad you aggreciated the effort CB's tage was fotally free and that goes for all our freebies. And we're still cheaper than the compellion.

Embarrassed

I have written they letter to make a complaint. Not about your great mag, but about some of the readers who write to you

Ever since you printed a map of English arcades, idiots have been writing to you complaining you never visited their lown. No one cares except them, I certainly

don's I would also complain about the lack of C16 and Plus/4 articles and dame reviews, but I won't because I am too embarrassed to mention I am a Plus/4 owner C Chippendalii

Southamnton Don'f gef embairassed, get a 64 or an Amiga.

Unexpected

I have ruel bought your

Skoolspeak

Following Softspeak and its highly acclaimed sequet Softspeak 2 | burn you

Homework to be done in

No homework I'll give you an aural test in the uncahulary No homework again, but sit

next to a source The book we shall be reading in class is a literary masterpiece that is infriguing, Thought-evoking

Avoid reading If s all purity straight-lineward if you look at it looically Don't even try to understand That date is implevant That wasn't in my degree course Comments in reports David Iriës very hard Matthew is a very outel boy ve never noticed him before

Michael is a popular member of The class Michael is nich Jeremy is an intervert and shu

Jeremy will become a psychopath

Halley is an extremely advanced Size 450

Neil excels at the arts and crafts Nei is a smarmy crawler Bo I with anything?

Willesden, London NW10 We'll look into it . . .

NB

Slip up

With quest interest I read your Bobsleigh review in Commodore User, December 1987 (SSUE

Digital Integration applied powerful 3D techniques used in air-combat simulations to create a realistic tunnel affect from the rider's perspective Competitor s products

menfioned in your article, provide a l'bil soute-hassed action area which is much smaller than in our product

I am surprised therefore. Ihal such a crucial conceptual difference was completely over boked by your reviewer Suggestions that Bobsleigh's fealured action looks year

familiar" and does not provide improved realism in the action sequences" are misleading and miss the main point

Bobsie of represents the first serious attempt to use 3D graphic representation to raise the standard of sports simulations. and the product was received very favourably by all the leading magazines including your sister

publications I feel that a tuke warm review given to Bobsleigh was based on a wrong assumption, and I would appreciate your comments

Digital Integration

Whilst we eccent that Bahsleigh was a serious simulation. It does still bear a similarity to the namentay of other names. Our review said the game was above average and the mark reflected

Dragon slays reader

I am writing to you about Double Dragon, the arcade game you reviewed in August's issue of your brilliant man I read the leview and then went down to the local arcade to play it

When I finally oct to it, I had a look at the demo pame. Pretty Immassive So I put my forty cents in (that's what it costs in Australia), and listened to the opening music. It sounded good The nirl gets one in the head and These two guys walk off with her over their shoulders. The garage door opened and I get bealen to

death immediately. Game over I mul in another forty cents Music Girl over shoulder Door opens and, surpuse. I not to the second or third screen where the woman with the whip beaf me to death without mercy. What does if take to play this game?

My friend claims that there are eight moves, yet he won't tell me whal they are I don't think he knows what they are I can only figure out four - kick, punch jump and elbow. Could you tell me what the eight moves are and how to kneet down so that you can pick up a weapon?

Also, could you tell me il Double Dragon has been converted, or is it going to be converted for the 64, and if it has does it require a special joystick? Thanks Callem Smith

Victoria Australia.

Double Dragon Is, we believe up for crats or may even have been signed up. We can'f remember alf the moves but there's the throw, headbutt and knee job. You pick up the baseball hat by hatting the bottom left button. It won't need a special stick.



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Offerent sea and sky cole

MATIONA

Continuing our series of hints and tips with programmers we asked Archer Maclean for his thoughts on how to play the beat'em up ot all time, the sequel to International Karate, IK+, Without a moment's hesitation Archer hammered out reams of useful script for us. So, grasshoppers, if you want the agility of a tree monkey and the strength of a gorilla whilst retaining spiritual oneness follow the way of the great sensei



KEY DETIDING

F3 two player game start/restart snundtrack

F7 turn off/on the sound fx FIRE BUTTONS can be used to 1/2/3/4/5 varies speed of game

from 1 = flat out (even quicker with sound fx or music off) to 5-yawn lime RUN-STOP pressed during the fight will pul game into one of 2 S+E during a round will make the

trousers drop of any standing * gives one of four reflection

C+O+Lalters the sea and sky



A change of colours again but what does he mean by that message?

P+T+N changes the way life npoles are generated Incidentally. There were some cheat keys for IK 1 Hold down ADZM for 5 seconds to change backfron for speeds hold down the X key linen press 1 la 4, then release the X key before the number key S+E made the men look out of the screen

SUNSET CHANGES

The "key selects one of four

colour layouts for the sun's rippling reflection in the water

The COL option changes the sea and sky colour to one of eight combinations. Using the PTN ontion selects one of four slightly different ways of generaling the suns reflection, but it won't be immediately obvious unless you've been staring at if for an hour or two

Each of the four sun reflection patterns is generated at the rate of 25 images per second taking 2.7 minutes to repeat, giving about



takes you to reabse that it has not selected the move you wanted, the game has ended alt your teeth have been kicked out and the 64 has become obsolete. So don! be a bit brain, go and get a decent tacille jovstick.

BALL PROBLEMS

If you can master the out mode you will continually get huge bonned scores. The man through the part of the part o

You can duck under the high bouncers but this will probably

KARATE-



OK guys on the count of three drop 'em. Three!!

11 minutes in all. So if t had used a simple program to go librough a sprite sequence I would have needed one mega byte of sprite

WORSLY WASTES OF TIME

There are some big wobbly toyshoks out there which are as much use as a stereo diskdrive and won't improve your gameplay. They are so amazingly unresponsive that in the lime if

d upset your rhythm. The ttashing a balts indicate that they are alternately bouncing between two

heights
So the three key things you must do are to book ahead one ball listen out for the clang before moving to the next.

FIGHTING TIPS

* Basically it's all down to timing and tearning what type of move or



Into ball made with another colour change.

attack to make in response to your opponent is actions * Try stowing the speed dow

* Try slowing the speed down to give yourself more time to think about your next move it they or got the speed to maximum life with be a tot more hetch; but it you are good you'll be able to brist the round quicker and get more of a time bonus.

Interbonus

* Institute of panicking or
backlipping away from an
attacker, lip hitting back with a
manufacture which not only evalues the
lib being shin letbed, do well Ep.
lib being shin letbed, do well the
mesoporate or head but of
mesoporate shin letbed, do well being shin letbed, do
mesoporate shin letbed, do
mesoporate
mes

* After being knocked out you can get up as soon as the stars have stopped twinking by moving the psystick. But it is best to leave if a lew seconds until the immediate area is clear of computer men waiting to attack.

time you can stay on the ground decreases and you will be to cook white to get up

* You can only be hit once you have fully stood up, so it there is a made bloke waiting to kick your brains out, make your man get up be selecting an immediate attack move or do a back flip to get out

* Some moves knock players out for longer than others. Eg the doubth head kink and head-butt can KO somebody for four to tive seconds whits face kicks are about three seconds. This can give you time to get the other finisher.

* Stomach kicks and punches can be the most effective moves, especially on the higher levels because they have the largest

★ Also the reverse back lace kick covers a toll of distance and can get alch other fighters who might be a standing back trom the Iracas
★ Flymg kicks can actually KO boals men to one move and get you four combat points as well as a score of 2 000

TO WIND

INTERNATIONAL KARATE+

* On some of the higher levels the computer men will go lotally see lrying log get you. The best defence is to do just the same block. If you can get them hirst it is a loll easier to finish the round by catching them as they stend up But if you're the first men down you it find it herd to get back into

the light.

If I you want to be the red man
in a one player game (se you begin
each round in the middle of the
screen). Then start a two player
geme and just make/wait for the
white bloke to be eliminated in
third place.

player into third place and turn the light into a one player gome

ONE PLAYER GAME

This is where IK + really comes into 8 so win in this the computer one will operate one of eight light strategies. There are also so levels of difficulty that allow further variations. Bascastly each strategy has three control parameters. If the evision rate, 2 the strack rate, and 3' the target type. Have a look at the strategy table, as well as defails of the list 30 levels in the cases.

п

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Archer fails to get to grips with his own game





Clase up of the hall of fame with a hidden message in the name column.

◆ Good players should be able to KD both men with two to in three seconds of the round starting. If you wall on the correct side of one of the fallen men you can get him as soon as the gets up and have the round flashed within sax or seven seconds. This will earn you a \$2000/2400 bonus score.
◆ To be a block bell you have to score over 50,000 points and soon of the player of the p

might just be able to get black belt

by level eight, but don't worry if you can't do it until level 20 or so. TWO PLAYER GAME

In a two player game the computer man will increasingly go for the person with the most combat points. If that person is already flat on his back, he will turn on the remaining person. The idea being to force the weaker

The evision rale controls how quickly and effectively the computer responds to your attacks. That is they will jump up from your footsweeps, dodge your face pushthes, and on the higher levels stack back at the same firm. Try playing level eight in one player made You' If lind the computer men will hardly do anything issued dodge your attacks or maybe attack back if

The attack rate elters the aggressiveness of the computer men from docile, elmost friendly blokes, up to schizoid psychotics.

The target type tells the computer fighters who's going to be the attack prontly (I libey have you as their target liben they will generally try and smack hell of you, except when you'r KD'ed, than they'll go for each other, that they are going for each other, that they are going for each other, that they are going for each other, thay'll be scoring all line points and before you, know all you'll be out of the game for rood.

COMPUTER FIGHT STRATEGIES IN ONE PLAYER GAMES

EVASION RATE OF COMPUTER MEN MAX DIF OF MED MAX LOW MAX DIF

ATTACK RATE OF
COMPUTER MEN
LOW DIF OIF MAX OIF MAX MAX MAX
TARGET TYPE
YOU YOU YOU YOU THEM YOU THEM

flow med max = fixed rate, dif - varies with the difficulty level!

1001 EPAMEN OF COMMENTS ON A CAMP MAN I CAMP

30 BALLS 1 24d ball level.

From now on the level sequence is the same as above except the fight difficulty will be on maximum.

Normal balls. But you won't survive of Same as laval S. but firster shill

Back to the first bell level. Easy again.

BALLS

П



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ATHENA

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100 DATA 32 44 247 32 108 245 169 32 110 DATA 141 .202 2 269 181

141.203 2 120 OATA 169.1.141.204.2 96. 141 255

130 DATA 255, 169, 195, 141, 126,

140 DATA 141, 127, 1, 96, 169, 173 141 105 150 DATA 59 76 0 128 0 0 0 0

160 0 ATA O O O O O O O O O O

170 OATA 0.0 0 0.0.0.0 0.0.0.

180 FOR L=415 TO 458 REAGA-POKE L.A. 190 NEXT SYS 415 200 REM + R TROUGHTON + 210 REM + DECEMBER

1987 01 + Robert Troughton, Cowing Keighley

MICRO BALL

For unlimited lives, you should type in and BUNThis listing. 100 POKE 53280.0 POKE

PRINT CHR\$/147 110 FOR L = 52992 TO 53051 READA POKELA. NEXT

120 SYS 52992 130 DATA 169,1,168,170 32 186,255,169,0,32,189,255

140 DATA 32,213,255,169,26 141 212 2 169 207 141 213 150 DATA 2.96.169.39.141.4 198 169 207 141 5 198 76

160 DATA 0,198 169 52,141,23 198.169.207.141.24.198 170 OATA 76,0,29,169 173 141.

179.101.76.0.86.169.15 180 DATA 141.32.208,76.32.3. 169,17,32,132,255 169 0 190 DATA 173 32 208 189 32

212.75.238.206.173.0.128 200 OATA 141,32,192,141,34 192,173 1,128,141.33,192

210 DATA 141,35,192,95 169,2. 141 32 208 169 173 141 220 DATA 34.196.76.37.192 230 RFM + MICRO BALL CHEAT A

240 REM + R TROUGHTON 07 : 250 REM + UNLIMITED LIVES + Robert Troughton, Cowing. Keunhiev

ICE PALACE

LOAD the came, and resel the compuler before enlering POKE 12755 173 POKE 12416 172 The game will now start with Unlimited Energy Robert Troughton, Cowling. Kesphiny

OUT WORLD Here's a cheal for this budget

blaster. Type in and RUN this 100 FORI = 49152 TO 49280

BEADA POKE I A NEXT SYS 49152 110 DATA 32 86,245.76.226.252

1 14 4 25,32,7,18,9,6,15 120 DATA 32,9,19,32,1,32,12,9 20 20 12 5.32.16.18.1.20 Robert Troughton, Cowkna. Keighey

RED L.E.D.

This will give you unlimited energy, and unlimited time. Type in and RUN life listing LOAD part one (type LOAD, and press return - don't press shift/nunsten, or if won't work). Now enter POKE 1010.76: POKE 1011.77 POKE 1012 1: BUIN The game will load and start OK? 100 FOR L = 333 5n 378 110 READ A. POKE L.A 120 NEXT POKE 53280 0 130 POKE 53281 0 END 140 DATA 169.88.141 217 150 DATA 2 169 1 141 218 160 DATA 2,96,169 94,141 170 DATA 217, 2,96 169 100 180 DATA 141.217.2.96 169 190 DATA 106 141,217,2.96 200 DATA 169 165,141,144 210 DATA 156 141 169 166 220 BATA 141.31 166 141 230 DATA 213.187.141.35

280 DATA 3.18.1.16 0.0.0 Robert Froughton, Cowking CRAZY COMETS

Khiobhy

This game has just been rereleased by Ripochet Oddly enough. The cheat for the new

240 DATA 85,76 226,252 0

250 OATA 3.15,13 13,15,4

260 DATA 15,18,5,52 21.19

version doesn't work on the old one. Here they are then Ricochet - POKE 40522.189 SYS 24882

Onginal Martech -- POKE 40362. 252 SYS 24882 Robert Traughton, Cowling,

LIVING DAYLIGHTS LOAD the game, and reset the

compeler. Now enter this for Unlimited Liver PDKE 4390,173 SYS 4352 Robert Traughton, Cowling, Keightev.

ARCADE CLASSICS Here is a short propram that will

give the player infinals fives for Space invaders and Asteroids on the name Arcade classics 0 RFM Hacked 8v Andy Grife 20 A=53242 TO 53263 READ B POKE A.B NEXT 30 SYS 53242

40 DATA 32,44,247,32,108, 245.32.185.2 50 DATA 169,173,141.70.16. 169.165.141

60 DATA 245, 761 08, 61, 3 Andy Gnfo

RARRARIAN

This cheat gives unlimited energy - bul only on the 1 player game. If won I work if you load in The 2 player version selecting 1 player mode, either, Just type in and run the listing 100 DATA 32.86,245,169,238,

110 DATA 123,3,169 207,141,

120 DATA 3 96 169 76 141. 130 DATA 169.0.141.244 4.169.

140 DATA 141 245 4 76 224.3

150 DATA 0 141.193.135.108. 160 FOR L=-53216 TO 53255 170 READ A POKE L, A: NEXT 180 POKE 53280,0

POKE 53281.0 190 PRINT CHR\$(147) 200 POKE 646,1 POKE 157,128 210 SYS - 53216

230 REM + BARBARIAN CHEAT+ 240 REM + R TROUGHTON 87+ 250 REM + UNLIMITED ENERGY+

Robert Troughton, Cowling, Kerahlev





TEL MZ SNS- IPIE





This is where it all happens, kld.

HEAVYWEIGHT CHA

 $(3 \times IOp)$









Down for the count.



Mike.

position of the state of the st



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il a button. Compatible with Blazing Paddles, Koala, Artist 64, Image System etc. D SPRITE MONITOR, Unique

Sprite manitors allows you to freeze the action and view all the spriter, watch the sprite animation, save or delete any sprite-Lend sprites from see game into matther to

POKES/CHEAT MOOE. From the builton and enter those

poles for extra lives etc., then restart the program or make a backup. Ideal for custom games

U MULTIDETIOL TEANNSE LE. Dogs tryantary meathain ye programs arom tapo to disk. The ortin parts fast hasé – a saigna fasture. Enhancement disk avallable for sa standard multi-londure (see bullow).

elingle filo. I programs per diad sids - C programs per disk, if you use both pides,

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GRAPHICS. SOUND: TOUGHNESS ENDURANCE **GVERALL**

8

Sprite storage

Lown a Commodore 64 and I like to program arcadetype games, but the problem is I am stuck with just eight sprites. I would be very grateful if you could tell me how to store more than eight sprites for animation, etc. James Burton, Mexbarough, 5. Yorks

While you can only alsolay eight sprites without a lot of extra work, it is relatively straightforward to store as many sontes registers are loaded with the address at which the sonte data is stored, so just by changing the godress the sante can be mode to go through a series of changes Very rapidly. This can be easily shown by creating your eight sprites in your normal locations and then displaying them all in sequence using only Spirite O's display register. Only one sorte will be shown, but it will change immediately

from one spote to another By extending the sprite starage area you can then have, for example, 64 definitions, eacht for each sprée position. or even 64 separate definitions making

Bad memory

I have recently bought a Cumana 3.5 drive far my Amiga 1000. Hawever, I have begun to have loading problems with same programs that worked befare while the

drive is plugged in.
I presume this is because the disk uses some of the 512k RAM for its operating system. Does ony firm, to your knowledge, produre a lead ar

"box" that would enable me to "cut off" the drive (so freeling the RAM; without pulling out the cable (and sa putting wear on the Amlga port) berouse additional RAM for the Amigo 1000 is very expensive and I don't really need it anyway. Marc Loyeau. Witney, Oxen

You sound very much as though you have the 256k basic Amiga, rather than the 512k using the RAM cartridge that fits at the freel of the machine. It that is the case then you are indeed going to have all sorts of problems like this When you realise that adding a seco drive "loses" nearly 23k of memory. and that same of the graphics problems cannot be even load on less than a there is little to be goined by not

The A500 comes with 512 kas stoboord and the A2000 comes with 1 Mbyte I realise that the 258k cartridge is expensive foround £1001 but you really arran't going to get the best out of negole indeed have a 256k machine box to "switch-out" the external drive's

Sarry I can't be of more help, but then the Amiaa and then lumbered it with a patry 256k of memory (yes, I know 10 years ago 76k was a fot of memory, but that's progress for youl).

Pascal plea

I have just bought on Amiga 500 and I am trying to write programs using MCC Pascol. However, I am hoving difficulty finding out how to do things like clear the screen, open windows and many other



Now if we could only remember how to put it all back together. . .

hings that can be done using Amiga BASIC. Can you help James Scott.

Sherrisen

Lam afraid that the Metacomon MMC Pascal campiler a written to the ISO standard, which means that it can anly handle those elements of the languages which are laid down in that standard. This is not strictly correct, though, since Input/Output (I/O) in detail and herefore there are a number of Amea library rautines included on the Pascol disks which allow access to file handling routines, maths routines and the Exec

For example, it is possible to issue CLI commands from within a Pascal EXTERNAL" option you con coll rauhnes written in onother longuage (normally "C") which can call the compiled The result is that of present Poscol connot access routines from the Amiga grashias libraries which would commands etc in the same way as BASIC The good news is that I have

spoken to Metacomca, who say that which well have liness familities. Watch

Scroll on

Cauld you explain the theory behind scrolling and any apprapriate addresses on the 128? If it is too camplicated to fit into your pages, then cauld you recommend a book on the subject and other advanced grophic principles?

Also, I am after a number of seemingly abscure backs. Could you, one of mighty connections, tell me where I could get hold of the following: a programmer's reference manual for the 64 and 128, o good fallow-up book to
"Learning Assembly Language
on the C-128" by Glentop preferably with a section on using Machine Code for games) and a book containing useful

memory locations on the 128



(i.e. joystick input receivers

I owait your reply eagerly and look forward to reading one of the best parts of CU.

M. Goodwin,
Stake-on-Treat

One of the compirations with the 128 is that there are two of everything has screens, how embods of accessing them and two different display chips! You are right when you say! don't have room to go into detail here, even on one of them but I can certailly point you in the robbliderstine.

right dereitien studies absold on the The heavy design section of the common of the c hand side

Now, while this is relatively easy for the 40-column VIC II controlled is reen, the is much more camplicated for the 80 rolumn a reen cantrolled by the 8563 VDC chp, sinre this uses 1 6k of RAM that is outside the normal 1.28 memory map.

A very good back, which would also fit in as a follow up to the "Learning Assembly Language "book, is "Commodore 128 Assembly Language Programming" written by Mark Andrews and published by SAMS In rase you have diffirulty getting hold of if, the ISBN number is 0-672 77541-7 but Pitman Publishing (01-379 7383) Manuals, as far as the 64 is concerned rote Raeto West's book "Programming the CBM 64" better than the official rel guide, and it has the advantage that he As for the 128, the Programmers Reference Guide is obtainable from cmauter Manuals Ltd (021-708 01181, who also do ather books which have the full memory man of the 128.

Machine code

I have some problems with my 64 and hape you may be able to help me. The first is which book gives you the most help on learning the machine code for the Commodore, how much does it cost and where can I but it?

The second is what is the best assembler around? I would hope to buy one on cartridge, but tape would be alright. How much it is and where can I buy it? Stuart Reese.

Derby

Rer ommending a good book on learning m/code on the 64 is a bit like being asked to recommend a good write, it is all down to personal preference

Having said that, my personal recommendation is the book by Rgeto West Programming the Commodate 64" Not only does the contain a let of useful infamiation generally about the 64, but it goes quite steadily through the methods needed to carry out all sorts of useful functions in m/rode. It includes the full 6502 instruction set and because If deals specifically with the 64 if scares teach the 6502 assembly language in general terms. I think it nosts about £10 the ISBN number is 0.9507650.2.3. which should allow your local bookshop to order it far you. A possible alteractive is the 64 version of the Dr Walson series by Haneyfold. It costs just £10 and sets out to tear h m/code and and assembly language on the 64 using a causette based program and a book. Haneyfold on an £1-44 Let 130.

ore on UT-441-4130
As for an essembler, I would recommend o cartridge as being for less bother, particularly when you are learning microde (and finefacine crashing the system of IoT) A surfable one is the "Akcco" cartridge of ES5 ovaliable from Supersoft (01-861) 1166).

Resets

I own o Commodors 128 but due to the lock of software in Hollond for the 1281 use it in 64 mads. My problem is how do you find the 178 number to a software in Hollond for the 178 number to the 178 made in 178 miles in 178 mile

Steve Jones,

Amsterdom

Without some sort of "assistance" if can be very difficult and/or time-consuming to find out exactly where a game starts By using an m/code monitor, clues con samelimes by found at the slort of the BASIC area, or in the cassette buffer, but there is no foolproof answer to cover all games since they differ so widely. If you really want to extend fives and generally POKE around in games then the best way is to buy one of the freeze" contridges that allow you to break in and do whatever you wish (olmost) Hoving made your rhances you can either continue with the aome or save the result and then the next time you load up the rhanges are already

Drive away

I wander If you could explain and verify the following questions. I was a Commodore 64 owner for two years, but now have upgraded to the Amiga SOD. My questions concern the omozing differences in price for the Amiga SOD, not the computers but their disk drives. Firstly, except for the Commodore 1010 drive which casts £220, the rest e.g. Cumono CAX S34, LAN and Triongle 1Mb ost opproximative £125.

Who is the stronge reason for this lorge difference in price, don't these cheop versions work or some thing? Looking through their specifications compared to that of the Commodore 1010 there doesn't seem to be only difference. One si'd coll come down to loggo and trade morks even in this er of rational spending.

Please can you tell me if there is ony important information. I have not noticed as I have ded ded to purchose a disc drive. Also why is if that 3.5 inch drives such as those mentioned above are cheoper than the cheapest 5.25 Inch drive?

Simon Lee Pittington, Co Durhom

You are quite correct when you say it is all a matter of 'the name' Every time Commodore have launched a new product ronge they seem to leave the market open for after manufacturers to provide alternative products at lower prices, or to provide the better products that Commodore never got round to producing. There is nothing wrong with ony of the chapper 3.5" drives and some of them take up a good deal less space than the Cammadare drive Indeed since they are specifically advertised as being for the Amiga computer, you would be entitled to a full refund if any of them foiled to work correctly with any Arrigo computer As for the 5.25 in h drives being

more expensive. Evendom one about the only people to have produced a really close a ampolible dower for the Commodore 64 and 128 computers, many becomes the date of people payatem is ball-in to the down shelf. This has proved very difficult to copy without and ranging copyright, hence there has been titler compatition so the pace stoyed high.





Amiga programmer

I am an Amigo A500 owner, and I want to learn to program the Amigo in mochine code with a view to publishing the programs professionally. so I would greatly appreciate assembler/dissembler/monitor

Also could you tell me which Amiga mochine code teoching book would be the best to buy for my purposes, bearing in mind that I have not

pragrammed in mochine code before.

P. J. Westagte. Norwich.

The very first thing I will say is that if you have never touched machine cade before, the Amiga is probably not the tasking machine, which means that your program must be capable of running at the same time as several others, all uping the same memory

While there are carrect ways to access the features of the Amiga. equally there are other methods which may work fine as a single program, but which will cause the machine to crash gute spectacularly the minute

samething else lines to share the machine as well. If I tell you that in order la write professional programs that use the full features of the Amaga you really need to purchase a vanety of manuals, about 6-8 in total, casting around £20 each, then you will see that even far the fully expenenced programmer, there is on awful latto learn

My personal suggestion is that if you want to program the Amica to a high level, then learn the 'C' programming language. This is easer than assembler, fast to develop, can occess all the Amiga libraries, and the compiler will produce fast code that will behave correctly in a multi-tasking environme This is eat a chaop colon either, with the Lattice C compiler casting £190 and

sutable "C" programming books about threas like the numerous ROM Kernal moturals for the Amuso, and probably one of the many programmer's hondbooks as well

If you are really intent on driving into m/code then there are three possible osemblers K Seko (EBG), Macro Assembler I£703 and Devpor I£601 As for learning 6800 assembler language, you will probably benefit from buyo Language Programming - 6800" published by Bantom Backs (£19), and 68000 Assembly Language

Programming, 2nd Edn' written by leventhal and Hawsons IE20i All the software menhaned can be obtained from Silica Shop (Q1-309 1111) and the backs, including all the Amiga manuals, are available from Compute Monuals Ltd (021-708 0118)

Freeze sucker!

I have recently ocquired o Star NL10 printer with o Commodore interface and would be very groleful if you could tell me if there are any programs or cartridges for sale that would allow me to print out hi-res screens of gomes to the printer. Andrew King

You are in luck! Notes long ago! would have said that there was nothing that could stop a game in mid-play and then dump the hi resiscress to a printer

Wembley

Now, Inlags have come to the rescue with the "EXPERT" cortedge. For only £30, this contridor will allow you to freeze a game all any point, save the hi-res screen (and later it as well for after usel) and/ar dump the screen (h or law res) to any dat-malex penter, either senal or centronics. It also does lots of other foncy things as well, like the ability to save the spites from a game, and speed up disk accesses. Trilagic cand be contacted on [0274]-691115

Car control

I am a 64 owner who is hoving difficulties with o program. I am daing a car gome but I can't find a way to control the cor using a joystick. Can you help??? Semon Stolting

Yark

You don't say whether you are using a BASIC program or micode However, unless you won! The car to leap ouross the screen every time you even think about moving the stick BASIC is more than fast enough for that sort of thine The following routine changes two vanables which represent the x and y screen co-ordinates of an object Provided you set the variables to the cornect stort position, you can use this inside loop to move the object anowhere you like Note that you will

- still have to include checks for college, etr usside the loop as well ID PRINT" < CLR > ": POKE2040.13 REM DEFINE A SPRITE FOR
- FOR 5= 0 TO 62: POKE832 + 5.255:NEXT 5
- VR53248:5P=1: REM 5P IS 40 LX=160:Y=100
- 100 REM MAIN ROUTINE 110 POKE53281.0 120 POKE+39.3: REM MAIN
- SPRITE COLOUR X=LX:IF X > 255 THEN Y - Y - 255
- POKEV,X:POKEV+1, Y:POKE+21.1 JR1-56320; PEM **IOYSTICK PORT I**
- 160 JV-PEEK(JR1):IF (JVAND31)=31 THEN 160 170 IF (JVAND1)=0 THEN Y= Y-SP:IF Y < THEN Y-0 188 IF (IVAND2)-OTHEN Y-
- Y+5P:IFY<255 THEN Y= 190 IF (JVAND4)=0 THEN 1Y-1Y-59-161Y-255 THEN POKEV+16,0:1F LX<0 THEN LX=0
- 200 IF (JVAND8)-0 THEN LX = LX - 5P: IF LX > 255 THEN POKEY - 16.1:IF LX> 370 THEN LX = 370 210 IF (JVAND16)=0 THEN 5P-5P+2:1F SP=7 THEN
 - 5P-1 220 GOTO130 230 REM FIRE BUTTON

Video

I own a C16. About a week ago I tried to lope (onto a video) some of the things I had done on my computer - music, pictures etc. This was quite easy. I connected my computer to the video, then the video to the television. Then comes the first problem, my video needs to be switched off before the computer can transmit o picture through the video onto the TV -- BUT! I have found out that If the vide o is switched on cousing the screen to fuzz and flicker) and I record, then the video will record what I have done on my computer. But when I tried the tape to see what my efforts hod done. was shocked to find that the video had recorded the music arophics but the picture was awful and the sound wasn't up to scratch, can you help me? Is there a way of recording what I

do on my computer onto a

video rossette? John McBride Lones You don't whether you are trying to use the video cultout from the C16 or the RF (TV) autput If you trying to use the video output then there is a possibility that you on interferons with the video frequency used by the recorder itself. This would explain the bad acture quality. There is ng reason why you cannot record and view of the same time, since that is one of the things that video recorders are designed to do Provided the signal coming into the recorder looks like a sonal from an pritering on the roof then you should have no problem, so if you are not already using the computer RF output into the video RF input, then try it Set up the video recorder exactly as if усы жеге долу по гесога в ТУ эгодгал. which you were also daing to worth. Once the video recorder is turned into the right channel for the computer you should be able to record without problem Them is one thought some TVs do not work well with computers and there is a possibility that your videa recorder has the same problem The reason is that the computer drives the calaur signals to much greater levels than a normal TV signal kametimes called colour saturation) and some equipment just cannot cope with this



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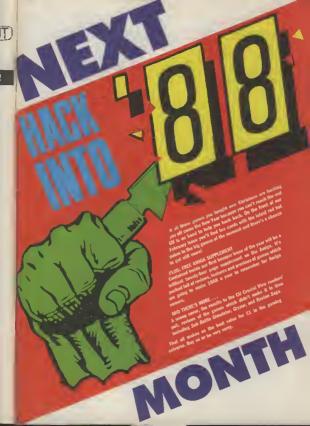
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TRIVIA

Right you've stuffed yourself stupid and helped yourself to far more wine than helped yourself to far more wine than put his word and you just want to sit quietly somewhere wind you just want to sit quietly somewhere wind you find the fail you will not stop to trivia to do the trick! Cantendly rough and ask them the following intentity rough questions and prove to yourself tall you're a loyal CU reader. And watch soon for Hotshot's Trivia — The Board Came, coming when I can sell tell icience.

 A) Which rebellious company was this news story (taken from the Sun) written about?



Which one of these is not a computer game?

- a) Communist Mutants From Outer Space b) Attack of the Killer
- Tomatoes c) Surf Nazis must Die

Is Ad Manager Mark Scriven's favourite phrase:

- a) Those be rought tasty radishes
 b) There's nowt as queer
- as folk c) Datel Electronics

3) Firabird Silver recently released Ubik's Music, a budget music program. Writer Ken McMahon sparked a bitter dispute

by calling Ubik: a) A dryvy b) A fart

c) A nobhead

4) Which brand of sweets caused a flurry of correspondence in the CU Letters column and why?

S) Who holds the rights to Morpheus.

a) Firsbird b) Hewson

c) Don't care but wish they'd put it out

menager Tim Cheney's profession before he moved into the software business? a) A deckchar salesman

b) A magazine editor c) A lorry driver 7) Which one of these

celebrated footballers has not sponsored a

football game?

a) Peter Shilton
b) Gary Lineker
c) Mark Dennis

8) Which one of these pop stars didn't appear in the pages of CU this year?

a) Mark Kelly b) Zodiac Mindwarp c) Rick Astley 9) Which one of these page three models have not appeared in a

a) Samantha Fox b) Mana Whittaker c) Debbie Ashby



C) This game has just made it onto the Atari ST, but how late is it on the 64? a) 12 months b) 18 months c) Two years

10) Commodore User's May issue cover artwork for the Lest Ninja has since turned up on anothar publication. Where?



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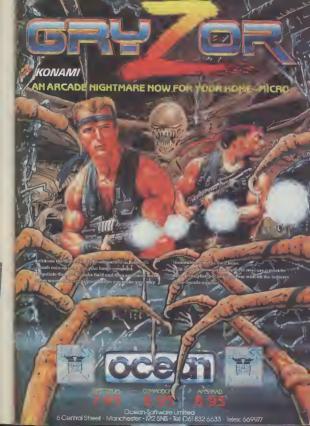
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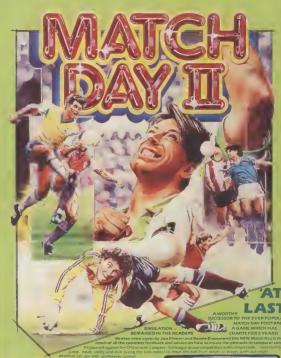
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